

Tom Clancy's

**DETAILED
MAPS**

GHOST RECON

JUNGLE STORM



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GHOST RECON™

JUNGLE STORM™

PRIMA'S OFFICIAL STRATEGY GUIDE

JUNGLE LOVE



One Ghost can take on an army. Imagine what a team of six can do.



Welcome to the jungle—a jungle of assassins, bullets, and explosions. If you don't love the thrill of jungle warfare—the thrill of crawling through insect-drenched swamps and sneaking up on gun-hauling enemies—then you're in the wrong line of work, soldier.

No one said it was going to be easy when you joined the Ghosts. You're part of America's elite Special Forces team, sent to the world's political hotspots to keep the peace through whatever means possible. You're silent and deadly, and there's never a trace of your passing.



Improve your eyesight eightfold with a sniper scope.

It's the year 2010 and an extremist group has seized control in Colombia. No matter what the cost—killing innocent civilians, supplying drugs across the world, supporting terrorist activities—the MFLC, the Movimiento de las Fuerzas Libres Colombianas, will pay the price to achieve ultimate power.



Out in the fields or under cover in the jungle, your missions involve expert planning and quick thinking.



The local Colombian government has asked for assistance. Through a series of raids on the MFLC's infrastructure and upper level personnel, the Ghosts hope to overthrow the corrupt regime. As the death toll mounts and the political climate ignites, your commanders have chosen you to go in and set things right. Your series of covert operations will decide the future of the entire region.



Prepare to battle enemies armed with all sorts of weapons.

You won't get the recognition. No one will know your name, rank, or serial number. When you complete a mission, the world never even knew it existed. But you do it for the greater good anyway. Without you, the bad guys just keep getting stronger and the world slips that closer to destruction.





*Nothing is what it seems in **Jungle Storm**. A farmhouse can hold terrorists and a bridge can be a deadly trap.*



MISSION BRIEFINGS

For those of you who want to keep bullet holes out of your fatigues, this book will get you through *almost* unscathed. Missions include a rush through enemy caves, an attack on a secret submarine base, a battle across sunken ships and floating derelicts, even a raid on the MFLC's head honcho's mansion. Of course, you have to live long enough to suit up for them all.



Your group is the best there is at flanking out and surrounding an enemy.

Basic Training explains how to pick your team, **Weapons Academy** gives you the complete rundown on the game's weaponry, while **Field Training** instructs you on everything you need to master missions, from coordinating movement to operating in complete stealth to employing insidious cheats. If you're already an expert and want to skip directly to the single-player mission briefings, flip to **Mission One**, which details the game's first objective, Operation: Totem Ground. Finally, fans of multiplayer shoot-ups should turn to Multiplayer and get the full skinny on team tactics and online scenarios.

Are you ready to kick some butt in the world's elite fighting force?



When the action heats up, you'll be called upon to take down the terrorists.

BASIC TRAINING



Choose the right team. Only the good combination of firepower and skills can succeed at a mission.

Good things come in small packages. That phrase couldn't apply more to your Ghost unit. You might have only six men, but it'll seem like hundreds when you tap into your sniper, rifleman, and demolitions expertise. That's *if* you pick the right combination. One error in judgment—adding, say, a support soldier with his loud M249 on a stealth mission—could put you in the hospital or worse. This chapter will tell you how to get started with a fledgling fireteam.

The rifleman is your best warrior for close combat.



PERSONNEL FILES



A support soldier adds more firepower to the team.

In *Ghost Recon*, each soldier has four skills: Weapon, Stealth, Endurance, and Leadership. After each successful mission, participating operatives each receive two combat points to increase skills. Spend these wisely, or you'll end up with a sniper who can take two shots to the chest but can't sneak up on a guard enjoying a siesta.

A good leader not only guides the team, but makes every individual better.



CAUTION

Spend your combat points wisely. Remember, you receive a maximum of 14 per soldier, and that's if that soldier survives every mission.

RANKING THE STATS

WEAPON SKILL



With so much shooting in the game, your Weapon stat becomes the most important.

Because the name of the game is mowing down enemies, the most important skill is Weapon. Weapon represents the soldier's accuracy with his gun, as well as how fast his reticle pips (crosshairs) close on a target. There's nothing more frustrating than picking off bad guys while your supporting teammates miss every shot, sending you on a one-way trip to the morgue. Equally annoying is when your soldier's crosshairs close slower than a rusty door. Avoid this by spending combat points on Weapon whenever possible. A good rule of thumb is to spend two of every three combat points earned on the Weapon skill.





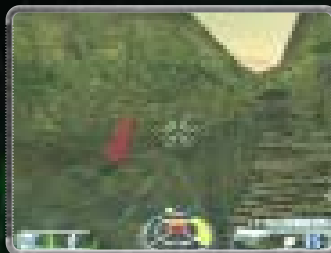
There are also basic differences in a soldier's accuracy depending on his specialty. See how the support soldier's M249 reticle pips don't focus as tightly as those on the sniper's M24?

TIP

Spend two of every three combat points earned on your Weapon skill.

STEALTH SKILL

Next up is Stealth, which represents your skill at moving quietly and, therefore, determines how close you can get to an enemy without being detected. You always want to surprise your enemies, especially if you can get off several rounds before they can return fire, so Stealth is a must. Avoid soldiers with a Stealth of one—the lowest Stealth number for a fireteam brings down the entire team's ability to sneak up on an enemy. But if you have to take someone who happens to be low in Stealth, spend the points early to bring him up to an acceptable two or three before taking him on a mission.



With a high Stealth skill, you can sneak up on an enemy and pick him off even when he's on high alert. A low Stealth rating means guards will spot you a mile away.

LEADERSHIP SKILL

A high Leadership score can be critical, though only one of your soldiers has to concentrate on it. For every three points, Leadership increases all other soldiers' skills by one. It's extremely important because it beefs up three of the six soldiers. Pump up one of your guys because the game checks the highest Leadership in the team and designates that soldier as the leader. Having two operatives with a high Leadership skill is a benefit.

ENDURANCE SKILL



When the lead starts flying, dive for cover.

Endurance signifies the ability to withstand physical damage. A single shot takes out low-Endurance guys, but a soldier with an Endurance of eight can take a couple of hits and keep ticking. A soldier with a low Endurance level also slows down in combat if he's carrying too much equipment. Endurance is the least important stat for two big reasons. First, missions are based on stealth; avoid heavy-duty firefights. Second, you can always restart a mission or return to a previously saved position if one of your team takes a bullet.



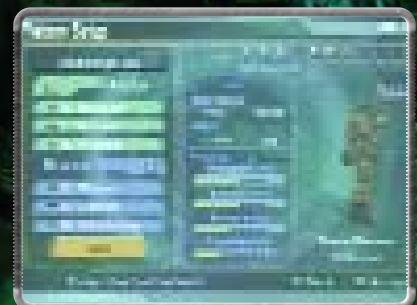
If you make a colossal mistake, such as shooting an innocent bystander, just restart the mission.

CAUTION

Don't handicap yourself. After each mission, gain immediate benefits with your extra combat points.

NOT ALL RECRUITS ARE THE SAME

Soldiers have different skill expertise. Steve Benson excels in Weapon and Stealth.



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Soldiers start with different skill points, from 10–12, ...and it's not random. Pay attention to the new recruits. Some are better than others. For example, Chris Vogel and Todd D'Agostino max out at 12 points, while Travis Upton only has 10 points. Obviously, for the best fighting chance, you want a platoon full of 12-point operatives. Unfortunately, that's not possible; there just aren't enough high-stat studs to go around. A soldier such as Lucas Loverso is perfectly acceptable with 11 skill points, especially because his Weapon skill is a four and Stealth skill ranks a three.



Always use the soldiers with better stats. Would you rather have Mark Kirkbride or the less impressive Clyde Flynn?

To improve your chances of a killer squad, try this trick. Look at your recruits, and if you're not happy with the result, simply restart the campaign. Each restart spawns new recruits, so keep going until you find the platoon you like.

Don't worry too much if you can't find the ultimate set of six soldiers. As you complete missions, the game unlocks five different specialists. These specialists come ready to go with high stats and special weapons, so include them in the mix if you need their skills, replacing one soldier for another.

STATISTICAL ANALYSIS



Better leaders gain higher rank symbols next to their picture.

Your soldier type also gives you an early stat bonus. Understandably, each soldier excels in his areas of training. You wouldn't expect a support soldier to slink through the shadows to tag an enemy up close. Nor would you expect a sniper to charge an enemy force and take a couple of bullets for the team. The starting bonuses reflect these training strengths.

The big machine gun-wielding support soldiers gain a plus-two bonus to weapon. This means someone such as Richard Perry can start at a five Weapon skill out of the gate. When it comes to blasting bad guys up close, call up the support soldiers for some firepower muscle.

Earn a two-point bonus to Stealth with a sniper.



As the ultimate cloak-and-dagger assassin, the sniper gets a two-point bonus in Stealth. Even though a sniper's initial point expenditure might only be two points to Stealth, he starts as a four because of the bonus. Especially with raw recruits, take advantage of these bonuses to build up "super soldiers" that much quicker.

While the rifleman is the everyman soldier—and therefore gets no initial stat bonus—the demolitions expert gains the two-point bonus in Endurance. On the downside, the Endurance stat doesn't count for much when restarting is a button push away. On the plus side, your demo expert can usually survive a hit or two in combat, which means less worry about losing a demo charge right before you need to plant the explosives at a mission objective.

THE ALPHA/BRAVO TAG TEAM

Every mission in *Ghost Recon* can be accomplished with just two teams. During times of particularly hairy gunfire, it's difficult to switch between characters. This guide's combat tactics rely on two teams working in tandem, so you won't often fall into sticky situations.



Two combat teams are the key to victory.



That said, the first slot of both Alpha and Bravo should be filled with a rifleman. When you're moving a fireteam on a mission, your rifleman will most likely engage the enemy first. If someone has to shoot from close to medium range, it should be your rifleman and his M16. A support soldier might get big casualties, but he also takes a slug just as quickly, and a sniper's reload is just too slow for rapid-fire kills. In a quick fight, the versatile rifleman has the best chance of survival.



For short range, rely on the rifleman. The sniper covers long range.

Most of the time, either your Alpha or Bravo rifleman is also your leader. Snipers need to raise their Weapon and Stealth skills faster because they're the ones crawling among the enemy patrols. Support and demolitions soldiers aren't guaranteed to come on every mission. That leaves riflemen with a few extra combat points to spend on Leadership.

TIP

Snipers need to quickly raise Stealth. Support soldiers are better off with higher Endurance.



Fan out from an insertion point and canvas the area quickly.

The second slot in both Alpha and Bravo teams should be filled according to the needs of the mission. Take at least one demolitions expert on every mission. There's always something to blow up, even if it's not scheduled in the mission. You might not need to plant a demo charge in a warehouse, but you can always aim an M136 rocket launcher at a group of hostiles and inflict heavy damage.

Take at least one demo expert on each mission. If you run into any armored vehicles, you'll be glad you did.



If you fill the second slot in your Alpha Team with a demo expert, consider your play style before filling the second slot in your Bravo Team. If you're expecting heavy resistance and lots of firefights, bring along a support guy. Otherwise, they tend to be a bit trigger-happy and open up on anything that moves. That can prove troublesome and makes your whole fireteam a target, especially if you need stealth. Usually, a third rifleman works better. He can give you some additional firepower with a quicker trigger and more mobility. Another option is a second demolitions soldier. Planning for the future is always good, and bringing two demo guys increases their combat value, so they're ready for the tougher missions.



Support soldier or another rifleman? You make the call, depending on whether you need additional firepower or a better all-around soldier.

The third slot in each fireteam is all about the sniper, the most important soldier in the game. This guide's combat strategies constantly utilize the sniper's long-range scope for surveillance and mission planning. Snipers sit in the rear mostly for protection. They aren't terribly effective in firefights, so keep your riflemen and support closer in case of a sudden attack. Plus, when a fireteam is hunkered down, the sniper has the best range and can hit a target from the back position. Even though the sniper sits third, you'll control him more than any other in the unit.

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Snipers are your eyes, but they're not without teeth.

TO FRAG OR NOT TO FRAG?

SOLDIER KIT: RIFLEMAN

Kit Number	Primary Weapon	Secondary Weapon	Recommendation
1	M16	M203	Field Approved
2	M16	9mm SA	Not Recommended
3	M16	Frag	Backup Kit
4	M16	Extra Ammo	Not Recommended
5	MP5SD	M9	Not Recommended
6	MP5SD	M9 SD	Field Approved (stealth missions)
7	MP5SD	Frag	Not Recommended
8	MP5SD	Extra Ammo	Not Recommended

SOLDIER KIT: SUPPORT

Kit Number	Primary Weapon	Secondary Weapon	Recommendation
1	M249 SAW	M9	Not Recommended
2	M249 SAW	9mm SA	Not Recommended
3	M249 SAW	Frag	Backup Kit
4	M249 SAW	Extra Ammo	Field Approved
5	M240	M9	Not Recommended
6	M240	9mm SA	Not Recommended
7	M240	Frag	Backup Kit
8	M240	Extra Ammo	Field Approved

SOLDIER KIT: SNIPER

Kit Number	Primary Weapon	Secondary Weapon	Recommendation
1	M24	M9 SD	Field Approved
2	M24	Claymore	Not Recommended
3	M24	Frag	Backup Kit
4	M24	Extra Ammo	Not Recommended
5	M98	M9 SD	Field Approved
6	M98	Claymore	Not Recommended
7	M98	Frag	Backup Kit
8	M98	Extra Ammo	Not Recommended

SOLDIER KIT: DEMO EXPERT

Kit Number	Primary Weapon	Secondary Weapon	Recommendation
1	M4 socom	Demo Charge	Field Approved
2	M4 socom	M136	Field Approved
3	M4 socom	Claymore	Not Recommended
4	M4 socom	Extra Ammo	Not Recommended
5	Z84	M136	Field Approved
6	Z84	Demo Charge	Field Approved
7	Z84	Frag	Not Recommended
8	Z84	Extra Ammo	Not Recommended



When you're not in the lead, always cover your vanguard fireteam.

Okay, you have a solid team, but do you have the right weapons for them? If you let the game choose for you—never a good idea—your demolitions expert will end up with a charge he can't use, and your sniper will carry a pistol he'll never fire. Better to examine all the kits and pick the best weapon match-up.





Orient yourself with your map whenever you get turned around in combat.

CAUTION

Never auto-assign your platoon. The computer doesn't look at stats wisely, and you may end up with a low-point loser in a critical slot.

Start with the rifleman. Kit #2 gives you an M16 with 9mm pistol. Unless you plan on leaving your rifle home and fighting in a closet, this kit is out. Kit #4 isn't much better; it provides extra ammo, which is fairly useless on the rifleman. Kit #3 has a frag as backup, which can provide useful, though not as useful as a winner. The correct choice is kit #1. You want the M16 with a built-in M203 grenade launcher. Nothing clears out a building faster than a well-placed frag. The only exception to this rule is kit #6 with its MP5SD, a submachine gun with suppressed fire. If you want to go in silent and deadly, opt for the sixth kit.



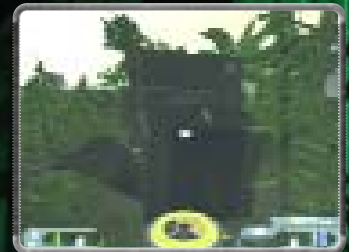
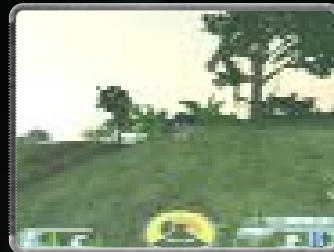
If you can't clear out an enemy position with standard gunfire, switch to heavy weaponry such as the grenade launcher.

The demolitions expert doesn't want kit #4. He won't be firing enough for extra bullets; he wants to blow things up. Same goes for kit #8 and its Z84/extra ammo combo. Don't bother with kits #3 and #7 either. Claymores and frags are small potatoes to a soldier who has access to explosives and missiles.



Frag grenades can take out enemies when bullets fail.

Kits #1 and #6 are the choice on missions where you need a demo charge. Other than that, there's no reason to pass on kits #2 and #5 with their lethal M136 rocket launcher (three rockets). Whether you want a kit with a M4 or Z84, it's just a preference in weapon handling.



Whenever planting demo charges, move in fast to finish the job. Remember, you can't shoot anyone while doing so.

Support personnel benefit from the extra ammo in kit #4 (armed with an M249) and kit #8 (armed with the M240). A support soldier doesn't need a pistol, so that rules out kits #1, #2, #5, and #6. Kits #3 and #7 with their frags offer an alternative if you think your ammo can last.

TIP

Study your kits and try out each weapon to find the ones that fit your particular play style.



Command backup soldiers to your position with a click of a button.

Kits #1 and #5 are the best options for the sniper. The Claymore never becomes a factor, so skip kits #2 and #6. Same with kits #4 and #8 and its extra ammo. Kits #3 and #7 give the sniper some much-needed muscle in tight with its six frags—definitely the right choice if the enemy looks overwhelming. Usually, though, use the sniper's silent killing power. Sneak up on an enemy and use the M9 SD from kit #1 or #5 to take him out. Don't underestimate its effectiveness when your sniper needs to take out a single guard to get in a better position to eliminate several more hostiles.

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A sniper can shoot at range or sneak in close for a silent kill.



MORE THAN A ROAD MAP



You don't want to see this message. It means you failed on one of your key objectives.

Novices make the critical mistake of relying on their eyes rather than the game's mapping system. Of course, that's fine during combat—you can't afford to take your eyes off a guy with a gun 20 yards from you. However, the *Ghost Recon* map is more than rocks and weeds.



Show some restraint while firing or you could come up empty.



At a glance, the map gives you a global idea of the terrain. You want the soldier's perspective for your immediate surroundings, but when you're planning the long haul to an enemy complex on the other side of the island, the map can show you the quickest or safest way.

Lots of enemies all over the place? A zoomed map tells you who's dead and who's hiding around the next corner.



Sometimes in the panic of battle, you get lost. Sometimes the terrain you're in looks identical to the terrain you just left five minutes ago. Did you already cover this ground? Are you wandering in circles? The map shows your position and the direction of your gun barrel, so simply revolve in place until you line up back on target.

The map does some other subtle things as well. For example, you may think the other two soldiers in your fireteam have your back guarded, then bam—you end up dead as a disco fashion statement. Use the map to adjust each teammate's arc of fire. By aiming individual soldiers at varying degrees, you ensure that approaching enemies will be spotted.



Track enemy gunfire to the source and silence it for good.

Finally, flipping back and forth between the map and the screen can help you zero in on hidden enemies. When a bad guy disappears from view, click to the map and he may appear as a red circle.

Tools such as the map and the threat indicator simulate the top-notch reconnaissance you receive on your mission, plus your good ol' five senses at work.

ENDLESS POSSIBILITIES



When your team is properly armed and trained, a pile of bad guys can't stand in your way.

Experiment with your two teams until you like what you see. Once you get good at lobbing grenades around, load up on a ton of them and barrage the enemy. Same goes for support soldiers and their heavy artillery. It's possible to go in guns blazing and obliterate the enemy.

But that's the hard way.

The approach to take with your squad is stealth. You don't want the big support soldier unloading while your sniper's climbing into position. You also don't want a single grenade discharge to clue the surrounding enemies in on your position. With two teams equipped as previously suggested, you have the best chance to minimize casualties to yourself and the hostages you're out to save.



WEAPONS ACADEMY



The M16 and M24 are your standard rifleman- and sniper-issue weapons.

Scrap metal or precision weapon? That's the question you'll ask of each *Ghost Recon* weapon. After all, your life is only as good as the tools at your disposal. Some weapons have great range, some fire with silent killing power, some can blow holes in aircraft carriers. You have to match the right weapon to the right soldier, and the correct weapon to the correct mission.

Can you kill an enemy with a claymore? Is the M16/M203 the best weapon in the game? Will the M136 antitank rocket singe your pants if you're not careful? All these questions and more will be answered as we analyze the *Jungle Storm* weapons.



Match the correct weapon to the situation. A rifleman's grenade launcher shouldn't be the option when the enemy stands only 10 feet away.

PISTOLS AND HANDHELDS

When your platoon is armed with rifles, it's better to take extra ammo than a pistol. In a firefight, you don't have time to switch to a pistol. Even if you did, a pistol's short range can't compete with the enemy's weaponry. Avoid the M9 pistol at all costs. That said, the M9 SD with its silencer is an effective weapon for a sniper sneaking in for a silent hit.

CAUTION

Don't pick your soldier's kit based on a pistol. Other than the M9 SD for the sniper, all other soldier classes rely on rifles or automatic weapons.



Only the sniper can get away with carrying an M9 SD pistol. Everyone else should take explosives or extra ammo.

There are more choices for the handhelds. The M18 claymore, an antipersonnel mine meant to shred those closest to it, uses a detonator. Think of it as a fragmentation grenade you plant and trigger whenever you want. The claymore works best when you want to set up a defensive perimeter; say, to seal your escape route back to the extraction zone. The problem lies in the time it takes to drop the claymore in the correct spot, retreat far enough not to be hit by the explosion, then detonate when the enemy is near enough to take casualties. That's a lot of time to do something with the same effect as a fragmentation grenade. Unless you have an elaborate plan to take out a lot of enemies at once from afar, stick to frag grenades.

Unless you fear an ambush in a key position, soldiers' scopes work better than sensors.



The binoculars are inferior to a sniper's built-in telescopic sight. It's the same with the AN/GSQ-187 sensor. You plant a sensor and it acts like a remote invisible sentry, detecting enemy infantry and vehicle movement. Most of the time, a well-placed, hidden soldier works better. A sensor provides great reconnaissance in an area you visited then vacated. However, you must give up your second weapon slot for the privilege. It's seldom worth it to forgo a rifleman's grenade launcher for some spotty extra recon.

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The difference between lying on the ground and overcoming the enemy lies in reliable hardware.

TIP

When in doubt, take a frag as your backup weapon. Its 15-meter explosion clears out enemy groups the best.

There are two absolutes for handheld equipment. First, you can't leave home without the M2 demolitions charge on missions that require blowing up a target. Second, the M67 hand grenade (or "frag") should be your default second weapon (if you don't take extra ammo). With its explosive potential of up to 15 meters, it's the best weapon for clearing an enemy group—just don't get caught in the blast.

ASSAULT RIFLES AND CARBINES



The enemy uses assault weapons, but they don't get as high-tech as the demo expert's Z84.

Learn how your basic weapons—the M4, M16, and M24—fire, because they're with you the entire game. The M4, designated for your demo expert, is a scaled-down version of the rifleman's M16. Don't worry; you don't want your demolitions soldier involved in many firefights anyway. When you get into some shooting, *Jungle Storm* upgrades the demo expert to a Z84 assault weapon. The Z84 holds 300 rounds (10 clips of 30) and fires on single or full auto just like the M4, but it's smaller so you can carry an extra rocket for your M136.



The M136 doubles as a really big grenade launcher.

Your riflemen are usually in the thick of things, and that's why they carry the M16. The semiautomatic M16 shoots 30-round magazines, and each rifleman carries 10 clips. You seldom burn through that much ammo, but just in case, you've got the M203 grenade launcher attached. With a range of 400 meters, your five grenades should make mincemeat out of the competition. The combination is the strongest of the beginner weapons.

TIP

The longer your shot with the grenade launcher, the higher you must aim. The frag can reach up to 400 meters, but only if you shoot high enough overhead that it arcs right on target.



The sight on an M98, a sniper's assassination rifle, can zoom in on the enemy at 10x magnification.

The majority of your field time is spent cradling the sniper's M24 bolt-action rifle or its cousin, the M98. Its 10x telescopic sight performs terrific recon and surprise assaults; however, the rifle's downsides include a slow reload and a meager six shots per clip. The M98 gets you 10 shots per clip. Despite the limited firepower, with practice you can take out multiple targets before they fire a shot.



The rifleman's MP5SD shoots silent, automatic fire.



Other, more powerful, weapons arrive on later missions. Your specialists come armed with some top choices. The OICW, or objective individual combat weapon, consists of an assault rifle and a semiautomatic grenade launcher. Its mass damage capabilities make it the weapon of choice in *Jungle Storm*. Both the L96A1 and SVD carry 10 rounds per clip—though the L96A1 is a single-shot rifle and the SVD is a semiautomatic. If you gain an M82A1, make sure a soldier with a high Endurance skill wields it. The game's heaviest weapon, the M82A1 stands 1.5 meters tall and can take out lightly armored vehicles.



The support soldier's second weapon, the M240, holds 150 rounds.

MACHINE GUNS AND ANTITANK WEAPONRY

Your beginning support troops come equipped with the M249 SAW. Firing off 200 rounds per clip isn't too much for this big gun. The M249 and its sister machine gun, the M240, are the best for laying down cover fire into the enemy flanks and dishing out serious damage in a heavy firefight.

CAUTION

The longer you hold down the trigger on an automatic weapon, the worse your aim. On the higher-powered weapons, you may want to switch from full auto to a three-shot burst.



Don't worry so much about wasting bullets with the support soldier's M249, because it can fire up to 600 shots and grind enemies into paste.

Take the compact MP5SD on stealth missions.



Only one antitank weapon, the M136 rocket launcher, fires 84mm, high-penetration antitank rockets capable of destroying armor 600 millimeters thick. Say goodbye to that enemy battle tank, but be careful where you point the thing. The M136 can't be fired from a prone position, which means you're an easier target while standing to discharge it. Also, it always fires from your right shoulder. When peering around a corner on your left, step out and away from the obstacle to fire the M136, or you'll catch a face full of rocket fuel.



Demo charges can be planted only at select points in the game, but frags can be tossed anywhere.

CAUTION

Watch out for walls. When firing the M136, step away from the obstacle in front of you, or you'll eat hot rocket fuel.

HIDDEN WEAPONS



You can't go wrong with your standard weapons, unless you get an upgrade to one of the specialist weapons.

As you unlock hidden specialists throughout your campaign, you

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can experiment with each person's new toy. Each specialist carries special weapons that the regular soldiers don't have access to. After the first mission, for example, Gus Barber gives you the nifty SVD to power up your sniper strategy, whereas rifleman John B. Duval comes in hard with the OICW/GL after the second mission.



To see your squad's full weapon inventory, click on the Command screen.

TIP

Once you unlock a specialist and his or her weapon, there's no need to regress to your original weaponry. In almost every way, a specialist's weapon betters standard models.

Every successful special objective nets you another opportunity to play around with high-tech gadgetry. A 5.56 carbine packs a punch, while the small MP5 submachine gun can go fully automatic. You'll be a full-fledged military historian by the final mission.



Choose the right supply of weapons at the briefing screens or you'll end up using claymores to knock down the enemy.





FIELD TRAINING



It's time to lock and load.

The command is given. Your mission is underway. So how do you avoid a bullet to the skull the first time you cross open terrain? Experience is the best tutor. However, a crash course on the ins and outs of combat in the field can save you headaches—literally. Whether you're on a night mission, scouting for snipers in city streets or diving for cover under fire, this section will prep you for your first live mission.

BATTLE PREPARATIONS

Before you jump into a mission, remember a few things that don't rely on how fast you can press the trigger button. Here are some pre-mission tips to get you ready for battle.

Be ready for anything, even at the start of the mission.



TWO TEAMS

As mentioned in "Basic Training," you want two teams. It's easy to control two teams, and after you get to "Movement" (later in this section), you'll see how the fireteams work to engage the enemy in a crossfire. Make sure the two fireteams run at least two snipers, two riflemen, and a demolitions expert.



One team doesn't cut it. Use two teams to guard each other from attack.

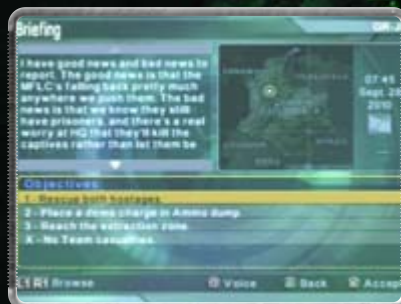


TIP

Always run two snipers, two riflemen, and one demolitions expert on each mission.

PAY ATTENTION TO YOUR BRIEFING

Pay attention during the mission briefing. It spells out your tasks, which are your top priority. It also gives you clues about the type of resistance you'll face, as well as possible nasty surprises. For example, say you're deep in a mission without a demo soldier and his trusty M136. If you stumble across a tank, you're toast. Your team doesn't have the weaponry to deal with an armored vehicle without demolitions. Don't forget a demo charge on a mission with a demolitions target, or you will forfeit the mission objective or reward. Study your briefing to be better prepared for the task ahead.



Pay attention during the mission briefing. Your primary threats are mentioned in the details.

SAVED BY A KEYSTROKE

Tom Clancy's Ghost Recon: Jungle Storm can make you paranoid. If it's not the crunch of leaves right next to you, it's a guard who appears out of the jungle. You can become frustrated if you don't "paranoid save" often. You get a maximum of five saves per missions, so don't waste them; however, save after every major firefight and after a completed objective. If you get killed after that point without having saved, you have to repeat the battle or redo the objective.

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Are you ready for all-out warfare? By following the tactics outlined in this section, you can overcome the odds.

No one should die on your team, either. Some fans like to play "Iron Man," in which there are no saves and if a soldier dies, a soldier dies. We believe the game's hard enough without this added pressure. After you become an expert, you can play "Iron Man." Until then, stick to saving so you can keep your team members alive and earning combat points each mission. This goes double for the missions where the special objective is to avoid team casualties.



Beware of friendly fire. Never position one soldier in front of another.

MOVEMENT

Move quickly and seek out trees and bushes for cover. Never linger in an open space.



Most people think shooting is the key to a game like *Jungle Storm*. It's not. Stealthy movement and tactics keep you alive. It helps to kill the enemy in a single shot, but if you aren't in the proper position, the return fire can cut you to ribbons. Your missions will be more successful if you move and deploy according to these guidelines.

CAUTION

Shooting doesn't win you games. You may cut down an enemy or two, but when you're out of position, the return fire will shred you.

THE CROSSFIRE



Set up a crossfire and one of your teammates gets a free blindside shot at the enemy.

The idea here is to move one team a short distance, then have the first team cover the second team as it moves. As you work toward your objective, the teams flank out around the enemy. If one team runs into a group of hostiles, it doesn't have to fight alone. In fact, the other team should surprise the hostiles and take them down before they have a chance to mow down the vulnerable team. When setting waypoints on the map, a team's arc of fire should be straight ahead or aimed in front of the second team's planned location.

TIP

Flanking your enemies assaults them with gunfire from two directions. Even a fortified position can't hold long.

Switch to night vision to see in the dark.



Here's an example of how to work together. Alpha Team wants to move into a cave entrance, but it's dark, and line of sight is impossible to establish from the team's current position. If enemies are inside, they could be hidden in a crevice ready to blow out someone's brains. Move Bravo Team into the trees nearby with an arc of fire into the cave. When Alpha Team gives up its secured position and charges into the cave, Bravo has first shots at anyone foolish enough to pop up. There are no guarantees in dangerous situations such as this, but getting the first shots often makes the difference.



Recon and deadly assassin all in one, the sniper guides your team through this game.

Ideally, you spot the bad guys before they spot you and move into position. Alpha Team takes a position in cover near enough to draw an arc of fire on the unsuspecting enemies. Bravo Team does the same thing from the opposite side. One team opens up, and if any enemies survive the initial barrage, their attention is fixed on the first team. They don't have a chance against the wave of bullets hitting them from their unprotected side.



A sniper's rifle also aids you in dodging fights you don't want to start.

SNIPER TIME

The sniper's a good shot. Each fireteam uses the sniper's telescopic sight for recon.

After you spot the enemy with your sniper, use the command map to maneuver Bravo Team into a flanking position.



Before you move a team's position, scout the surrounding area with the sniper. Move carefully until you spot an enemy at long range. Identify the enemies in the area using both teams' snipers, then plan a route that flanks the nearest ones without danger from return fire. If you can't engage an enemy without exposing your backs to other enemies, use your sniper to pick off as many targets as possible, then relocate to attack from a different angle.

TIP

A sniper's telescopic sight is 10 times better than your normal vision. Add the long-range accuracy, and the sniper becomes the most important soldier in your fireteam.

Rather than charge into a hornets' nest, use your sniper to pick off the easy targets before the heavy shooting starts.



For example, say you want to take a ridge guarded by a fortified machine-gun post atop the rocky cliffs. If you were to charge up the slope, guns blazing, the machine gunner would bury you before you got halfway up the hill. Instead, zoom in with the sniper's scope and monitor the post for a few minutes. You notice two guards; more importantly, you discover that the machine gunner leaves the weapon every so often to take a stroll. Time the raid for when the gunner next leaves, and have your sniper take out the second guard. With your second team charging up the hill, keep your sniper focused on the machine gun. You can't let that be manned or your friends are doomed. The second someone grabs the machine gun, fire. With a little luck you'll be unscathed and inside the post in no time.



Snipers don't do well indoors. Switch to a rifleman or support soldier for tight fights.

CROUCHING SOLDIER, HIDDEN ENEMY

This is not a racing game. Speed through *Jungle Storm* and you'll alert every enemy unit and have a losing gunfight on your hands. Move slowly, using your snipers to note every enemy location and scout out the best spots to move under cover.

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Speed through a mission and you'll draw every unfriendly barrel in your direction.

Never stand during a mission. You still move quickly in the crouch position, and it increases your defense. Work your way from tree to rock, vehicle to building, as you search out your objectives. When you let the computer A.I. plan a route for your alternate team, double-check to make sure the team is hidden in the best cover in the area. The enemies in this game aren't stupid; they don't stand around in one spot. A patrol might wander into your position, and cover gives you the edge.



Use the cover the mission provides—trees, bushes, barn silos, doorway, etc.

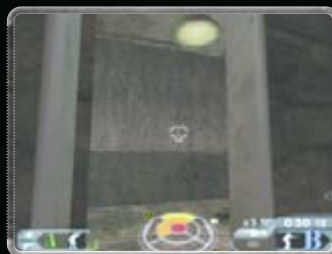


TIP

Hug the mission map's borders so enemies can't flank you.

CHEATING

The legitimate way to "cheat" on a mission is to hug the map's border. The mission boundaries are not endless, so you can skirt along one edge and gain the luxury of knowing an enemy cannot attack from that side. It's possible to travel deep into enemy territory this way and not meet a single hostile. The map border also provides a good retreat point. When you're under heavy enemy fire, unsure of where the shots are coming from, beat it back to a border for a new launch point for redeploying.



Weave in and out of buildings to avoid detection; pounce on the unsuspecting from open windows and doors.



NIGHT MISSIONS



At night, your stealth factor goes up.

Nighttime is your best friend. While the enemy has normal peepers that can't see very far in the dark, you can toggle on night vision and attack like an owl after a field mouse. Night missions allow you to move more quickly and give you the element of surprise. You can get closer than you normally would to assault an enemy location, thus increasing your accuracy and kill rate. Don't forget night vision on a day mission, either. Rather than stab around in the dark, flip on your infrared goggles inside a gloomy building or underground cave system.



Without night vision, you're dead in the dark.





ENGAGING THE ENEMY



You have a split second to react under fire. Will you make the right decision?

It's the reason you've been called to this assignment—field combat. You've mastered the art of movement and learned the value of smart reconnaissance. Now it's time to engage the enemy. Under fire, you have only a split second to make the right call. Memorize these safety rules or end up in a body bag—your choice.



Learn your basic combat maneuvers and everything becomes second nature. That alone makes you better than your enemy.

HIT THE DECK

Hit the dirt when the enemy surrounds you. Rely on your secondary team to drive off the hostiles.



The most important rule in combat is: when your threat indicator turns red, go prone. This makes you harder to hit and increases your accuracy, because you can steady your weapon on the ground. From a prone position, search for enemies and line up your sights before they spot you. If you're in a vulnerable position—say, in the middle of an open field—crawl to the nearest piece of cover, then begin your enemy scan. For prolonged sniper reconnaissance, stay prone to cut down on patrols spotting you.



Yellow means you've taken a wound. Drop and fire from your current position. You can't move well, so down the enemies in the area before continuing.

TIP

If the threat indicator turns red, go prone.

PEEKABOO



Use the mission terrain as cover to blast your adversaries.

You've learned to cover your butt at every opportunity. There's no reason to stay out in the open. Master the art of peeking—leaning around a corner to see what's there without exposing your body. You can even shoot around corners—peek until your reticle pips have the enemy in sight. It requires practice, but peeking takes hostiles by surprise.



Avoid heading off solo unless you have no other choice.



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CONTROLLED FIRE

You might as well close your eyes and pull the trigger if you plan on hitting anything with the M249 on full auto.



Avoid using full auto except in extreme situations where the enemy is overwhelming you. You can get a high rate of fire by rapidly clicking the trigger button, and you maintain accuracy while using single shots or bursts. This goes double for support troops with their machine guns. When controlling a support soldier, fire in bursts of two or three seconds. Then reacquire a new target or use the same one if your foe is not dead yet.

TIP

Switch to full auto when laying down cover fire. The rest of the time leave your gun's rate of fire on single-shot or three-shot burst to maintain accuracy.



Practice your rates of fire at the training camp.

FRAGFEST

Hone your missile skills on the training ground range.



When in doubt, take a frag as your extra weapon. It takes time to learn how to throw a grenade to hit the proper spot, but it's worth the investment. Heaving a frag into an enemy-occupied building can clear a room. Don't forget your rifleman's M203 grenade launcher, either. If enemy snipers pop up in bunkers, doorways, or windows, cork them and any other hostiles inside by shooting off a frag. Of course, you've got to throw the thing right. Watch out for nearby obstacles, and don't throw it short—hold the trigger button for a few seconds for maximum distance.



Hold the trigger button for a few seconds to launch a grenade where you aim.

MEMORIZE YOUR SQUAD

Memorize the order of your personnel so you can immediately cycle to the correct soldier.



Before you take your first step, memorize the order of your teams. Under pressure, you must flip to the person you need. If you get mixed up, you'll take control of the wrong guy in the wrong squad and your other fireteam could be history. Keeping your soldiers in the same order mission to mission also helps. For example, if you run rifleman, demo expert, and sniper as your standard lineup, you always know where to click for that quick switch to the rifleman when the enemy charges.



Practice peeking to survey an area without exposing your whole body to enemy fire.



TIP

Don't be a hero. If an enemy has Alpha pinned down, take cover and bring Bravo in from a different angle to deal with the threat.

PINNED DOWN

A bullet whizzes by your head—a second, a third. You can't figure out where the enemy is. After dropping prone, what do you do?

If your teammates aren't firing, they can't see the hostile either. At this point, don't get in a prolonged shootout. It will end with you or someone else in the team biting it.



You don't have bullet-proof vests. Flank the enemy whenever you can use cover to get into position.

Take the best cover possible and switch teams. If Alpha is pinned, toggle to a Bravo team member and identify the enemy's position. Most likely, the hostiles are intent on putting holes in your Alpha team members. While they're occupied, move in and unload with Bravo's weaponry. After your threat indicator clears, switch to an Alpha member and carry on.



Take the high ground to survey the enemy positions better.

THE MAP

Think of the map as your second team. You're in control of one team, and the computer controls the other from the commands you input on the map. Practice setting waypoints, adjusting arcs of fire, and reading the map symbols—and keep in mind the following tips.

TAKE CHARGE



Glancing over your shoulder from time to time isn't paranoia, it's common sense.

CAUTION

The game's A.I. can watch your back. It's not as good, however, at finding the best cover in the area or avoiding casualties in a firefight.

The computer isn't a bad ally, but you're smarter. Take charge of the key team, whether it's finding good cover, engaging the enemy guard post, or running across open territory. Don't send an A.I. team into an enemy nest and expect to clear it out. If you operate this way, you'll end up with too many casualties. The secondary team works great at covering your advance and defending a position.



Take charge of the primary fireteam on any given task.

CLEAR THE EXTRACTION ZONE

Your first priority on a mission is to clear out the extraction zone if it's near the insertion zone. You don't want to be moving into an ambush first thing off the chopper. More importantly, though, you want the zone enemy-free for the return trip. If you have to vamoose in a hurry, you don't want enemies chasing you into other enemies. Dying a few steps away from the finish line is frustrating.

TIP

Perishing a step away from the extraction zone is frustrating. If you have the time, clear out the extraction area so resistance doesn't catch you unaware.

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Clear out the extraction zone so you don't get sandwiched by enemies on your return trip.

RED SOLDIERS

It's impossible to see through all your soldiers' eyes at once—or is it? Sometimes enemies are shooting at you, and you have no idea from where the bullets are coming. A team member who spots the enemy will shoot—most of the time. Sometimes a pinned-down team member spots an enemy and can't return fire. If you have a spare second, toggle on the map and scan for a red circle in the area—that's your unseen foe.

An enemy's position is designated with a red X on the command map.



BONUS POINTS

On some levels, you might be too competent for your own good. If you kill the enemies on a mission before you complete a bonus objective, the mission ends, and you don't earn the extra credit. To avoid this, carry out the bonus objective before you finish the primary and secondary objectives. Be careful, though. Don't botch the main mission seeking out the least important objective.



In the event that your ammo gets low, conserve it for your best opportunities only and switch to single-shot.

PRACTICE

Your head should be swimming with information at this point. You don't have to master everything at once. Run through a mission or two following these tips, and eventually movement, surveillance, and combat will become second nature.

Meet the challenge of any obstacle in this game with stealthy tactics, and you will come out on top.





BATTLE TACTICS



Your missions feature many obstacles, and you need to learn which soldiers work best to overcome them.

Baseball teams don't win with just one good pitcher, nor do football teams win with just a guy who can kick it 80 yards. It takes a group effort to win championships, and group effort will keep your Ghost team alive and operational. You may have the best sniper in the business—someone who can shoot a penny from your fingers a football field away—but when that sniper runs afoul of three machine guns in an office corridor, there had better be a rifleman for backup or it's all over.

The same could be said for any members of a Ghost fireteam: They're indispensable in their specialized situations. A mission may become impossible if, for example, you leave your demo expert at home and come face to face with a mean tank.

So how do you know the perfect combination? Every soldier type has strengths and weaknesses, and you must learn them all. Here are the scenarios you want and do not want your soldiers in.

A rifleman against a tank doesn't make for a pretty picture. You would rather have a demolitions expert in this case.



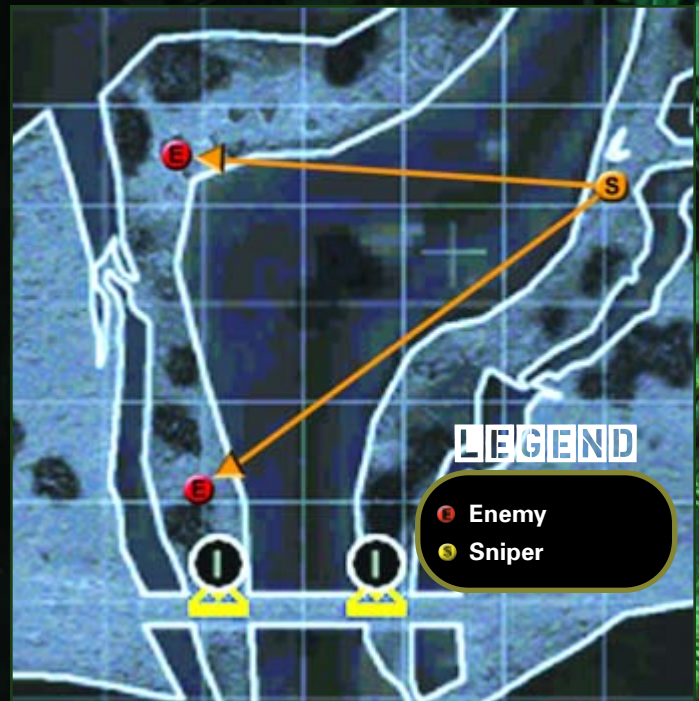
SNIPER



A camouflaged sniper can drop an enemy from the shadows.

The sniper is your team's MVP, someone who can scout at long range, shoot an enemy from across the map, and slink through the shadows to kill a guard from behind. You control the sniper more than any other soldier. In *Jungle Storm*, charging into a battle gets your squad killed; these enemies can shoot. The best path to survival lies in smart reconnaissance through the sniper's eyes.

THE LONG SHOT



Sniper Scenario #1

Ghost Recon is the name of the game, so the sniper is the prominent player. The sniper's reach is great and deadly. Control the sniper so you can see through the M24's scope. After the battle heats up, switch to a rifleman or support soldier for close-combat action.



At long range, a sniper can pick off a single enemy target without risk to your team, and without risk of alerting nearby guards.

In sniper scenario #1, your mission is to reach the bridge at the river's south end. Normally, it wouldn't be a problem to stick to the trees and brush on the map's eastern side and move south. The western shore borders the river, so you don't have to worry about attack from that side. Or do you?

With night vision, sniping becomes doubly effective. The sniper can eliminate enemies without fear of being located.



Two enemy snipers patrol the western shore itching for targets. Your rifleman, support soldier, and demo expert are useless in this situation. The enemy snipers are outside of their range—it would be a lucky shot to hit the enemy across the river—and they can't walk on water to close the distance. If your team did not include a sniper, you would have to use your stealth skills to head south. Should your cover be blown, your team wouldn't make it out alive.



The M24, the standard sniper rifle, carries six shots per clip. Reload when you get down to three shots or fewer.

For the sniper, though, this setup is easy. Drop prone with an angle on both enemy snipers. Keep the rest of the team hidden while the sniper pulls the trigger on the first enemy. One shot should bring the guard down, and while the second guard tries to figure out where the shot came from, the sniper finishes him, too. Snipers specialize in the long-range kill.

After each shot with a sniper rifle, it takes three seconds to load another bullet in the chamber.



TWO-PRONGED ATTACK



Sniper Scenario #2

In our second sniper scenario, two teams attack an enemy-guarded village. You want to reach hostages at the yellow triangle spots, but five armed enemies—three with machine guns—stand in your way. How do you eliminate them without losing a hostage or team member?



The sniper can kill silently up close with the M9 SD pistol.



You need a two-pronged attack to confuse the enemy. Team #1 (the sniper) finds a fortified location and sights in on the enemy's western flank. Team #2 (two riflemen and a support soldier) draw as close as they can without risking exposure. The plan is to reach the first hostage (the one whom enemies surround on the road's southern side) and prevent the enemies from firing shots at the second hostage (north of the road).



Against three or more advancing hostiles, switch to another soldier with a faster rate of fire.

The sniper fires at range and kills the closest guard. The four remaining guards swing around to defend against the attack. Simultaneously, team #2 charges at the enemies from their now-rear flank. Combined, the two teams might kill all enemies in the chaos, but at the least, team #2 should secure the first hostage and be able to fire at the enemies in the open from cover. If an enemy decides to go after the second hostage to the north, the sniper can pick him off halfway there. With two teams, five enemies are not a problem no matter what their hardware.

For pinpoint accuracy in tiny spaces, the sniper is the right choice.



NO WAY OUT



Sniper Scenario #3

A sniper, however, cannot fight in close. Because it's difficult to sight on an enemy quickly through a long-range scope, and because the sniper rifles reload slowly, a sniper makes a poor hand-to-hand warrior. You can get away with sneaking up on a single guard and popping him with your silenced pistol, but all other options will leave your sniper with a messy uniform.



Distance means nothing to an experienced sniper.

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Avoid sniper scenario #3. Surrounded by enemies, the sniper would be lucky to kill a single enemy before dying from several bullets at once. Either the rifleman or the demo expert from the team (in the northeast corner) would have a better chance at survival, because their guns are faster and more mobile. A sniper is too valuable to lose to a situation like this.



A sniper can't lay down cover fire, but he can guard against a sudden, unwelcome enemy patrol.

RIFLEMAN

Your rifleman can charge into the heart of battle.



When in doubt, go with the rifleman, who has decent range (and a grenade launcher for mass-damage capabilities at that range), and who is the best in most close-combat situations. The M16 can rattle off quick bursts with accuracy, so a rifleman hits targets often and they stay down.



RUN AND HI



Rifleman Scenario #1

The rifleman offers mobility and firepower. In rifleman scenario #1, we see what the rifleman is best at—covering ground quickly and surprising enemies with a potent assault. When time is of the essence and your sniper can't hit the target for whatever reason, call in the rifleman.



Riflemen are the utility soldiers, ready to lay down cover fire or bolt into the action.

Two enemies plant explosive charges on a key bridge in scenario #1. You have a minute before they blow the crossing sky-high, and your sniper doesn't have a clear shot due to the angle. How do you stop them?



When enemies charge at you, the best soldier to defend is the rifleman, who has the strongest combination of rate of fire and accuracy.

You don't send the slow support guy, who's weighed down with the big gun and that extra ammo. Not to mention you don't want the support soldier causing explosions with hundreds of bullets. The sniper can't hit the enemy from this ground position, and you don't have time to look for a better perch. The rifleman can reach them by running up the eastern embankment and catching the first enemy by surprise. With a second, controlled short burst, the rifleman nails the remaining guard and prevents the final wires from touching.

Riflemen have to be ready for anything, because they may be called on to shoot at range or rush in close.



SURROUNDED



Rifleman Scenario #2

In the second rifleman scenario, it's a similar setup to sniper scenario #3. Your soldier is surrounded by hostiles with no immediate backup. We saw that the sniper was lucky to take an enemy down before dying. Is the rifleman in the same shoes?

A grenade from the rifleman's M203 can easily shred two or three enemies.



No way. The rifleman's M16 can fire three-shot bursts with great accuracy. With three shots, you're bound to strike the intended target, and you won't have more than a half second to do so. The rifleman must fire, spin, fire, spin, fire. You have no time to think, only to react. A single miss means lights out.



The rifleman is the glue that holds a squad together in heavy combat situations.



A rifleman can act as backup also.

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We already know the sniper has no prayer in this situation. The support soldier might survive. However, the weaker accuracy of the M249 might mean a miss, and you won't get a chance to correct that mistake. The demo expert might have a better chance of pulling off this maneuver than either the sniper or the support soldier.

In a squad of six, the riflemen take two or three of the slots. Depending on the enemy encounters, you may want a support soldier or demo expert, but you'll always want a couple of stalwart riflemen by your side.



Against insane odds, a rifleman is better off retreating to use the grenade launcher or to slip in from a different direction.

THE SUCKER KILL



You don't want to get caught in rifleman scenario #3. It appears as if the rifleman has a relatively easy kill: Shoot the closest enemy, then go after the others. Sound strategy? Not a chance.

Because the rifleman does the most moving in the game, utilize cover.



Unless you know the other three enemies can't hear the attack, you will alert them to your presence. You take out the one enemy, but three others zero in on your position. If any of the three enemies has a sniper rifle, the rifleman is dead meat. The other three enemies can't be hit and they'll be watching for any signs of movement. The rifleman is trapped, and it's only a matter of time before the game is up.



Whenever you rescue hostages, attach them to a rifleman if possible.

SUPPORT SOLDIER

Support soldiers draw attention to themselves with their heavy armament. Don't be surprised if they're the first to fall in your squad.



The support soldier is the big commando, the one who lugs the machine gun. When you need cover fire or large chunks of enemies on the floor yesterday, send in the support soldier.



CONCENTRATED FIRE



Support Scenario #1

Looking at support scenario #1, you might think the rifleman should handle the chore. That's a possibility, but the support soldier is better suited to take on large enemy groups at once.



Think extra ammo when you're drafting a support soldier for your team. The M249 burns through bullets on the field.

In this scenario, a large enemy group patrols the western woods. A rifleman could move in, but we don't need speed in this attack. The forest shields the enemy from seeing the ambush, and the support soldier's M249 chunks out gobs of bullets that can pelt all four enemies. When you don't care about accuracy and want quantity—in this case, we want to throw as many bullets into the cover as possible—the support soldier delivers in spades. The four enemies go down faster from the supporter's barrage than by any other soldier's hand, and the fifth enemy shouldn't pose a problem one on one.

When a team enters the fray, a support soldier lives up to the name, laying down cover fire so the enemies don't strongly retaliate.



COVER ME



Support Scenario #2

Most of the time, the support soldier lays down cover fire for the team. It could be defensive (fire at any enemy to minimize the enemy's return fire) or offensive (to augment attacks from your other team members), but the soldier will burn through clips.

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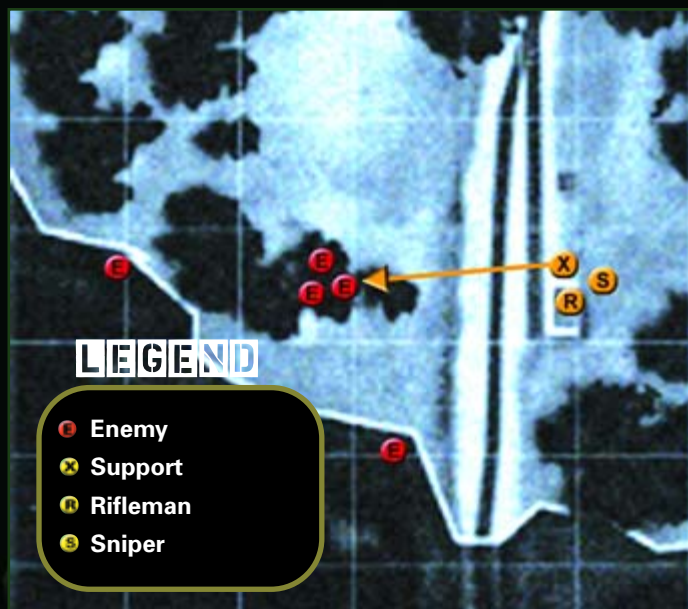
Against enemies in bunches, the support soldier can inflict big casualties.

In the second scenario, you want to achieve the eastern house's objective. Despite some cover, there is no way to cross to the house without the road patrol spotting you. It's time for the support soldier to take one for the team. From a ditch out in the field, the support soldier spits out cover fire at the road patrol. The enemies duck for cover, then return fire in the direction of the support soldier. At the same time, the rifleman and demo expert dash for the house. If all goes according to plan, the two team members arrive at the house safe, sound, and unnoticed.

Not as quick as rifleman, the supporter can still flank an enemy from time to time.



STAY DOWN



Support Scenario #3

Support soldiers are trigger-happy. It's in their nature to want to fire, and this can cost them in the field. That's why, if you're on a stealth mission, you want nothing to do with support soldiers.

Lying flat, the support soldier sprays down on the enemy without being exposed to return fire.



In the third scenario, the support soldier sets sights on the three-man patrol emerging from the woods. The majority of the time, especially if the computer is controlling the support soldier, the gun-happy supporter will take this shot. Three targets with a squeeze of the trigger is an opportunity too good to pass up.



Notice that the reticle for the support soldier is oval, different from the rifleman's circle.

It could be a deadly mistake. Two snipers sit on the cliff walls. One or both of those snipers will zoom in when the support soldier breaks from cover to ambush the three-man patrol. The support soldier will kill the three-man patrol, only to die a split second later.

Support soldiers come along on the least number of missions, though they're indispensable when the enemy count is high.



Because the team has a sniper, sit tight with the support soldier. Leave the supporter on the three-man patrol and let your sniper kill the two enemy snipers first. You risk the three-man patrol gaining good cover, but you still know their position and they don't know yours. It beats the alternative of both of you dead.



Against 40 enemies, you might wish you had 40 Ghosts. You'll have to live with one support soldier to guard your back.

DEMOLITIONS EXPERT

Demolition experts plant charges to blow up key enemy locations and special objectives.



The demo expert is a specialist, but not in the sense of better equipment and higher skills. No, the demo expert just knows all there is to know about explosives, and he carries the means to blow things up.



An enemy tower doesn't stand a chance against a demo expert's well-placed rocket.



TANKS VERY MUCH



Demo Scenario #1

The demolitions expert is a tank hunter, who loves to drive a rocket down the throat of a giant steel behemoth. Any mission that mentions enemy armor means you send an invite to the best demo expert in your ranks.



A demo expert battling alone against several enemies will die.

In the first demo scenario, it's an easy tank kill. The two enemies guard against an attack from the east. The tank points to the north, expecting resistance there. The Ghosts stage a backdoor attack. The demo expert runs up into position southeast of the tank, in cover.



Your demo expert should not run point. In the back it's tougher for enemies to home in.

A single rocket should destroy the tank and rip apart the two nearby enemies. The demo expert, with the M4, is not without marksmanship abilities, so if an enemy survives, mopping up is not a problem.



The demo expert's M4 still fires quickly in combat.



BOWLING FOR STRIKES



Demo Scenario #2

When you don't have any spare grenades left and the enemy forces are overwhelming, load a spare rocket. Given a second or two for a quick ambush, the demo expert can even the odds for you.



A demo expert doesn't have to rely on demo charges to destroy things. Sometimes bullets work.

Take a look at scenario #2. The Ghosts have to head north through the heart of a five-man patrol. There is no discernible cover in that area and your rifleman is out of grenades, so it'll be a dogfight to command the plateau. Someone will bleed after this fight.



Carrying the large M136 is a tough task. A demo expert can't drop prone with the rocket launcher out.

Or maybe not; send the demo expert with the M136. So long as it isn't necessary to save a rocket for a prime target, the demo expert could fire the missile as a "super grenade." Land that bad boy in the middle of the five enemies, and no one will be picking up the pieces.

WRONG TURN

Demo Scenario #3



The demo expert should never lead the charge in a normal battle. Snipers are better at range, and both the rifleman and support soldier are better at close combat. Think of the demo expert as an extra gun who should be used sparingly.



When you get in trouble as the demo expert, grab your carbine, drop prone, and wait for backup.

The third scenario involves several mistakes. The demo expert spots only the one guard in the house (the yellow triangle). The two guards from the woods nearby and the guard up north will track and destroy your soldier. The explosives specialist should never break cover first. The sniper has the best shot at the bottom three enemies, and the support soldier would be better served to take on the three outside enemies. If collateral damage isn't a concern, the demo expert would help more by launching the last rocket into the house.

COMBINED FORCES

As a final lesson, let's look at all four soldier types working together to destroy an enemy tank inside a guarded fortress. Every soldier has a part to play, and when they stick to their primary roles, the enemy can't stand against them.



The fortress's side entrance has two guards sitting in tower turrets.



Only the sniper can hit the tower guards, and without return fire.



Inside the fortress, three enemies sweep the grounds. The rifleman charges in and surprises the enemy—one, two, three.



Across the courtyard at the main gate, a group of four enemies reacts to the gunfire. Before they can scatter, the support soldier guns them down with a thick blanket of bullets.



Left undefended, the tank rotates its turret too slowly to prevent the demolitions expert from planting a rocket in its treads. A second later, the mission objective explodes in glorious fashion.



MULTIPLAYER

Computers don't have much of a sense of humor. Nor do they think quite as fast on their "feet" as humans. No, when it comes to the most realistic, most exciting military simulations, nothing beats playing with your fellow living beings through the magic of an online connection. After you finish the 16 single-player missions, your *Ghost Recon* experience doesn't have to end.

BASIC TRAINING. AGAIN

Those of you who graduated through all 16 single-player missions, get ready to forget everything you learned. There's a vast difference between the solo and multiplayer experiences. It's not just that you pit your wits against other humans; many of the strategies that apply to mission-based teams don't apply in the multiplayer arena. The following are some fundamental changes.



Forget everything you know about Ghost Recon combat—it's all going to change for online play.

MOVE, MOVE, MOVE

You tend to take things slowly in single-player mode. Most of the missions are not timed, so you can leisurely scout out the enemy, set up your attack plan, hide in cover, fix your sniper scope on the biggest threat, and initiate the battle. Not so in multiplayer. Do you think the your human opponents are going to sit around and wait for you?



Keep on the move to avoid the continuous enemy fire in multiplayer games.

In multiplayer, you almost always want to move as this will disallow the enemy player or team to get an accurate fix on you. If you see a group of enemies, circle and flank them as you fire. It makes you a difficult target to hit.

In cases where you're assaulting an enemy outpost or there's a target guarded by the enemy, apply the lessons learned in single-player missions. If you have time, you can set up a long-range shot. Otherwise, pretend you're on a vigorous exercise program with no breaks.



If you spot a fortified enemy position, drop prone for maximum protection and better accuracy.

That's not to say prone is a bad position. When you spot an enemy in a place you can't move from—where you might be seen if you bolt, for example—or your adversary knows exactly where you are, then dropping is the best course. Lying prone takes the best advantage of the cover around, and your foe has to readjust aim when you change stance. Hopefully, you can fire a killing shot during that precious moment.

NO RIFLES

The advantages of long-range rifles are lost in fast-paced multiplayer games. The sight's still excellent for scouting, but most of the maps you play on are smaller than the mission maps, and everyone already knows them inside and out. Plus, the blind spot around the edges of a sniper rifle can be deadly when you need to react quickly. The worst disadvantage, however, is the reticle pips that close very slowly. Pinpoint accuracy means nothing when you get shot three times in the heart before you have a chance to lock on to your victim.

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Avoid the machine gun. Though you can spread a lot of bullets, you have poor accuracy, zoom, and reload speed.

Set aside the machine gun, too. Generally, you have poor accuracy and poor zoom with machine guns. They reload slowly. Unless your express purpose is to play a support role and lay down cover fire for your teammates, leave the belt ammo at home.

Where the demo expert might have come in last in our single-player soldier rankings, now the explosives specialist's carbine finishes first as the best multi-player weapon.



The best weapons are carbines. The reticle pips close the quickest, which means greater accuracy, and they don't spread out as far when you fire at full auto. Try the M4 on smaller maps and the 5.56 on larger ones. Though they are technically assault "rifles," you can make do with the M16 and OICW. They're faster than their cousins and therefore don't have the same drawbacks. For extra fun, the M203 lobbs explosive grenades into the enemy's midst; the downside is you can't do much when a hostile gets in close.



Grenade launchers, like the rifleman's OICW, can cause all kinds of chaos on the multiplayer battlefield.



A GRENADE IN HAND

Given a choice, frags should be your backup weapon. Especially in a large multiplayer game with lots of potential targets, a fragmentation grenade can do in one explosion what a handful of bullets might not be able to. Keep in mind that you can lob grenades over hills, toss them through trees, and even bank them around corners in an office building. There really is no downside, except that, maybe, if you get shot in the act of tossing one, you could end up burying your teammates.



More fun with grenades—you can drive players out of fortified areas like caves.

KNOW THY MAP

You can bet everyone else knows each stream, cave, and city street on the map, so you had better memorize them, too. Where can you find cover fast? What's the best ambush point? What are the shortcuts? In order to take advantage of hiding spots or the high ground, you must know the terrain like the back of your hand.



You can be sure your opponents will know the best hiding spots and attack points, so learn them or die.

Heard of camping? It's not kicking back in a tent and toasting marshmallows around the fire. It's the multiplayer practice of sitting in the best spots on a map. On map J04, Ocean Hammer, players camp at the tight entrances into the northern section of the city. On map C08, Righteous Archer, who can resist the mounted machine guns on the corners of Priego's fortress? You need to know the favorite camping spots so you can either utilize them yourself or plan around others doing so.



When you know where the insertion points are, you can set yourself up for kills as opponents enter the game, or execute quick escapes if the enemy is coming for you.

Finally, remember all the insertion points. This helps speed up your attack plan. You can immediately take off without having to toggle on the map and figure out which way is north. You also have the advantage of knowing the starting position of the enemy. From there, you can better anticipate the enemy's movement and attack strategy.

Always take the high ground if you can. Running and shooting uphill is a distinct disadvantage.



COMMUNICATION BREAKDOWN

In single player, you are the voice of authority. You tell the five computer players what to do, and they do it. It's not the same in multiplayer. Everyone else on your team has a mind of his or her own. You need to communicate effectively with them, or you'll be ducks in a shooting gallery. Appoint one person the captain, and if you get into a disagreement, resolve it quickly, or the enemy will outflank you.



Arguments with your teammates can cost you precious time while the enemy sneaks up on you.

MULTIPLAYER SCENARIOS

There are dozens of multiplayer variations that don't involve mission setups. From giant firefights to search-and-rescue attempts to battles determined by the most kills, the games are endless. Which scenario will you jump into first?

What scenario will you choose: a giant firefight, an attack on an enemy installation, or something else?



FIREFIGHT

Players must defeat a map seeded with random enemies. These are brutal fights. No slinking around the map. Once you engage the first enemy, the rest tend to zero in for the kill.



In multiplayer, shoot one enemy and you can expect others to come swarming your position.

MISSION

Go through the eight single-player missions with partners. Try different strategies, and break up into small teams to take out objectives simultaneously. Experience the same stories from a new perspective.

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Try running through a single-player mission with a team of your friends. You can have fun with the stories from a new perspective.

RECON

Players must cross from the insertion zone to the extraction zone without dying. On maps where the single-player insertion zone and extraction zone are the same, a new extraction zone is added to a far corner of the map. Of course, zillions of enemies are placed to interfere with your trip.

Start at the insertion zone and race to the extraction zone in recon mode.



ADVERSARIAL

Your standard "deathmatch" equates to adversarial mode. You run around the map blasting the other player(s). You can set the kill limit from one to infinity, plus you can also set a time limit. Tournament mode (a subset of adversarial mode) works similarly, but you have to win a certain number of matches to be crowned champ.



Deathmatch battles are common in adversarial mode.

HAMBURGER HILL

Spend as much time as possible in a designated location. This location usually has minimal cover, so expect to dodge a lot of bullets. Whoever spends the most time in the zone wins.

When you enter a hamburger hill game, the player who spends the most time at the designated location without dying wins.



LAST MAN STANDING

As you would guess, the last player alive on the map wins the game. Unlike adversarial mode, where the number of kills counts, staying alive is all that matters in this variation. To discourage cowards from hiding out to the bitter end, a time limit is usually set so someone is forced to come out and shoot before the match is called a draw.



Last man standing means exactly what it sounds like: The winner is the final player alive.

SEARCH AND RESCUE

Race against the other players or teams to rescue randomly placed hostages. Sometimes killed players who respawn serve as hostages. The first player to return the hostages to the insertion zone wins.

Return hostages to a designated area to win in a search-and-rescue game.





DEFEND

Computer-controlled enemies attack the map of your choosing. All human players defend the area together against the A.I. horde. If you can eliminate all the enemies or hold them off until time expires, you win. It's a fun, cooperative game where players are allies instead of adversaries.



Choose a map and let the computer go wild. If you and your human allies can successfully hold the map against all the A.I. enemies, you win in defend games.

CAT AND MOUSE

Each player starts as a cat. Cats come armed with the weapons kit of their choosing, and the first person to shoot another player becomes the mouse. The mouse loses his or her current weapon and receives a super-weak mouse kit, plus appears on the command map with a white mark so all other players can zero in on the target. Each time the current mouse gets shot, that shooter becomes the new mouse. Points are awarded as follows: 2 points for becoming the mouse, and 5 points for each kill as the mouse. Shooting other players when you're not the mouse removes a point. The player with the most points after a designated time period wins.

Heavily armed players chase after the lone lightly armed player in a cat and mouse scenario.



BEHEMOTH

It's the reverse of cat and mouse. Everyone starts with a low-powered kit, but once you become the behemoth your kit improves. More kills equals even better equipment. The first person to score a kill becomes the behemoth. Points are as follows: 2 points for becoming the behemoth, and 5 points for each kill as the behemoth. Shooting other players when you're not the behemoth removes a point. The player with the most points after a designated time period wins.

The reverse of cat and mouse, the behemoth variant starts everyone with low-powered weapon kits and increases their potency with each kill.



JUNGLE STORM MAPS

JOI TOTEM GROUND



Would you like the battleground to be the rebel tents, the underground cave system or the maze of ruins? The first mission maps has several major spots for key battles. If you can control the cave system, set up snipers on the outer ledges to trim down the enemy count that approach from the beach or the hills. The encampment to the north of the maze also makes for a fine launching point, since you don't have to worry about enemies spawning behind you.

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JO2 VAPOR KNIFE



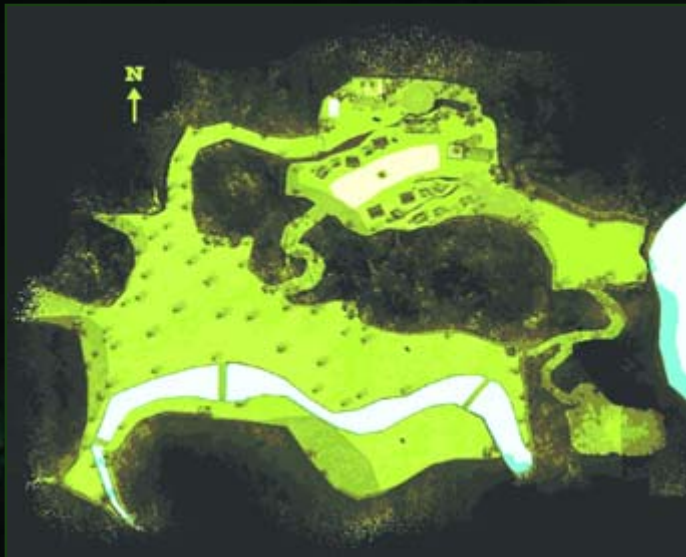
It's almost like playing on two different maps as the cliff face dividing the map diagonally separates the map into regular terrain and wetlands. On the southwestern section, you can run around and battle on solid ground amidst the train tracks. On the north-eastern section, you suddenly run into jungle swamp, minimal visibility and some mean fights.

JO3 OCELOT DESERT



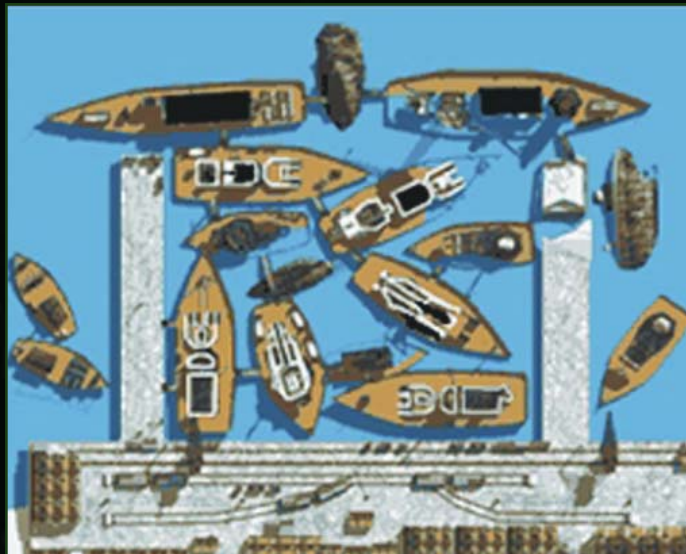
Who will cross the line? On this map, the road runs straight up the middle and you can have two different teams battling on either side. The western side gets more building cover, while the eastern side gets the higher elevation and the tent site. The warehouse district and train yard can be a contention point.

JO4 OCEAN HAMMER



Between the upper village and the lower village, there are three chokepoints: the winding pass to the northwest, the cave passage in the center and the submarine passageway in the east. Control these accesses and you control the whole map. If you have a choice, stake out the upper village, since you have building cover and high elevation by the mansion.

JO5 TITAN BOLT





On this map, you must keep moving. With so many portholes and decks at different heights and flanking piers, you never know where the next bullet is going to come from. While under fire, duck into cabins and exit out a different porthole if you can. If you have a long-range weapon, stake out the piers and fire into the main mass of ships.

JO6 SILVER SPIDER



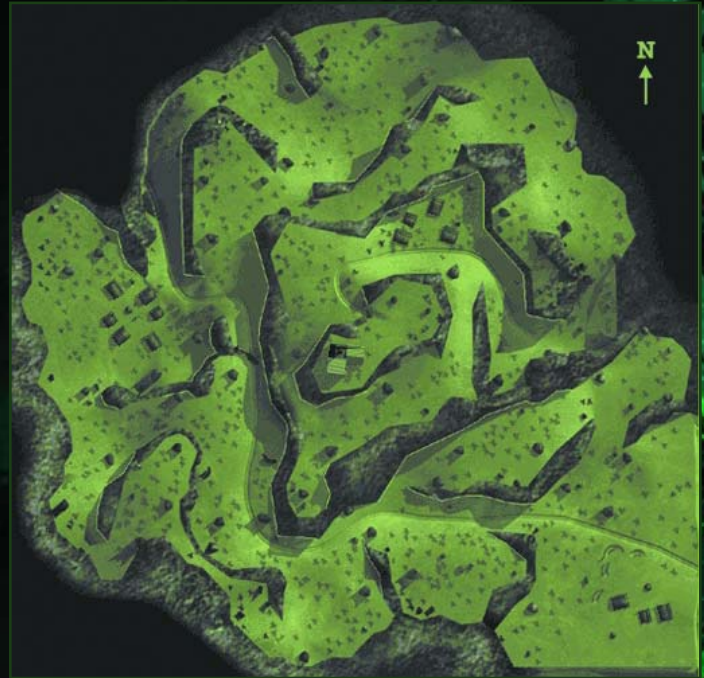
Most of your fighting will revolve around the main encampment and the nearby plateaus. Because enemies moving across the span bridges are easy targets, you want to watch them whenever you can. Avoid the northern island since it only has a single bridge to get in and off.

JO7 WHISPER SHADOW



Too bad you can't drive all those tanks around inside the prison complex. You can, however, have a field day fighting among the armor, guard towers and interior buildings of the complex. Firefights will be fast and furious unless you hide out in the secluded yards by the armory and the prison barracks.

JO8 EAGLE CLARION



It's a giant and sprawling map with lots of hills, cul-de-sacs and tent areas. As long as you have a lot of guys running around the map, things will be fun; otherwise, you could be in for a lot of nature walks. The mounted machine gun nests in the southeast can prove a blast—literally—and the radio tower at the top of the central hill can lead to brutality for the unprepared.

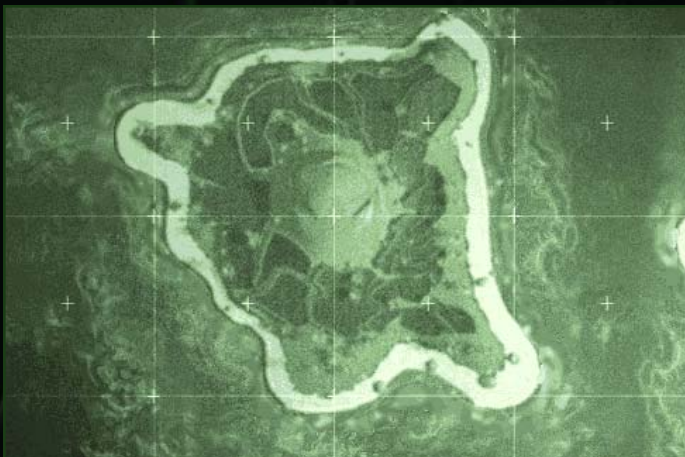
SPECIAL MULTIPLAYER MAPS

CP01 HUNTING LODGE



Guess what? The hunting lodge isn't a vacation spot. It'll probably be under fire the entire battle on this map. Sure, it's one of the manmade cover spots on the map, but if everyone wants a piece of it, is it really that good? You're better off staking out key locations along the highway (higher elevation is best), and if you want to move around the map, try the water or the significant tree coverage around the hunting lodge area.

CP02 ISLAND



The entire island has beach surrounding it, and you've been trained to avoid beach if you can—except for a few dunes and palm trees, there is no significant cover. The best spot, obviously, rests on top of the island's central hill, with a bird's-eye view of the countryside. Should you and your team hold this position, nothing short of artillery will drive you from playing king of the mountain.

CP03 JUNGLE PRISON

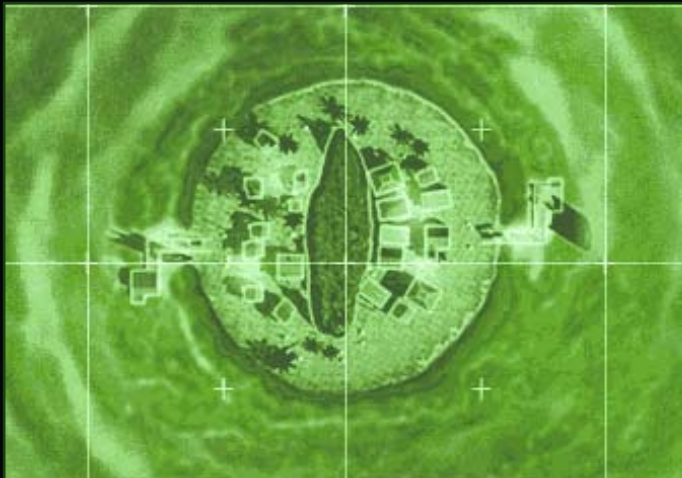


With holes that tanks could drive through in its stone walls, the prison isn't looking too good lately. Loaded with ruined buildings, the map offers a great arena for hide-and-seek firefights. The best position, really, is one with an arc on the enemy, so your first priority is to scout the enemy and adjust your facing to intercept from behind. The short span between ruins should allow you to pounce quickly without being seen.





CP04 ISLAND VILLAGE



It's two maps in one. A central, impassable mountain separates the two villages, and there's only a small area to either side that circumnavigates the mountain. Of course, this battlefield works best when a team occupies each village and must seize the other. Don't go blindly charging into enemy territory around the mountain—you'll be shot to pieces more often than not. Establish a perimeter to guard both the north and south openings and be patient—if you get the enemy to come to you, the casualties should be higher on their side. Recruit a sniper for this mission to perch on the docks. From there, the sharpshooter can zoom in on either the north or south opening and pick off opponents with ease.

CP05 MARKET



The battle will be for the open market in the center of the map. Anyone who controls that area cuts off an opponent's flanking options or scores big kills against foes foolishly seeking to slip through. With indoor and outdoor action possible, choose frags as your backup weapon. A single grenade can clear out the room you plan to move through or catch an enemy unaware in the market area.

DPO1 STRONGHOLD



The map is named after the big structure in the middle of the board, and it'll be a firefight and a half to maintain control. But that's where the fun comes in, right?

DPO2 FARM DAY



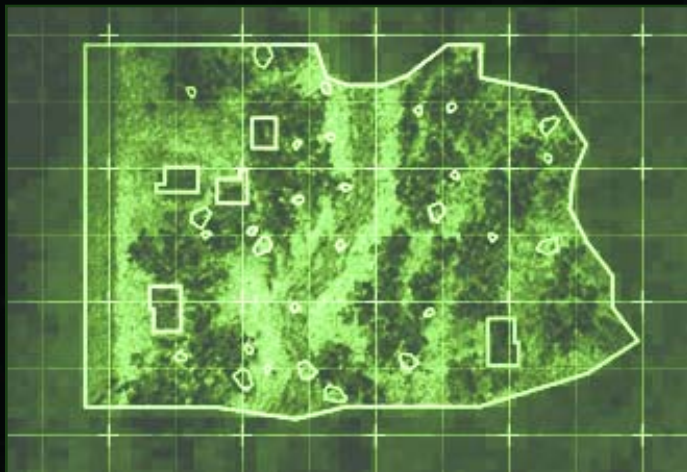
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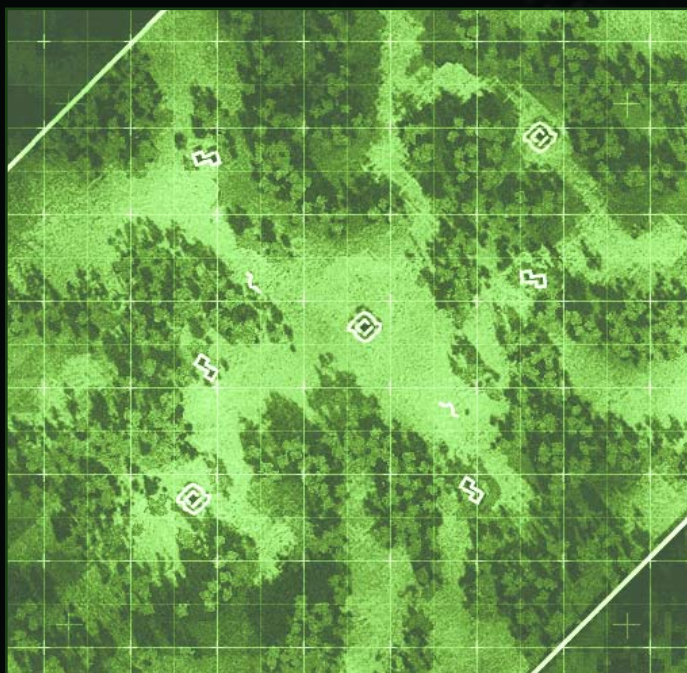
The western half of the map holds four buildings to the eastern half's one. So where does your squad want to bunker down and prepare an assault from? You do the math.

DPO3 CREEKBED



Keep moving along the creekbed. You don't want to stay still and become a big, fat, juicy target. If you can outflank your enemies, do so at every opportunity rather than deal with a head-on firefight in open ground.

DPO4 WILDERNESS



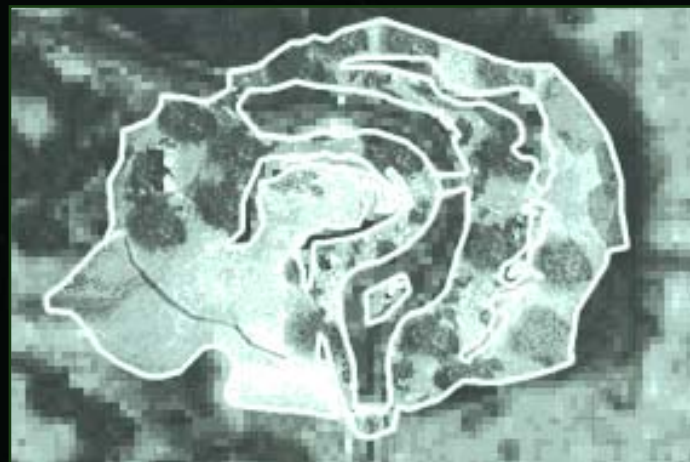
Get used to shooting around trees. A support soldier can thrive in this environment with extra ammo slung over his back. Shoot heavy amount of lead into the trees or cut down enemies as they cross the fields. The minimal cover spots, like the crude bunkers, are at a premium.

DPO5 RAVINE



You have a lot of thin cover on this map. Be wary of the beaches along the river, since you can easily be picked off from enemy fire from shore to shore. Stay on the high ground or control the bridges, unless you want to sneak around for a surprise assault through the rebel camp.

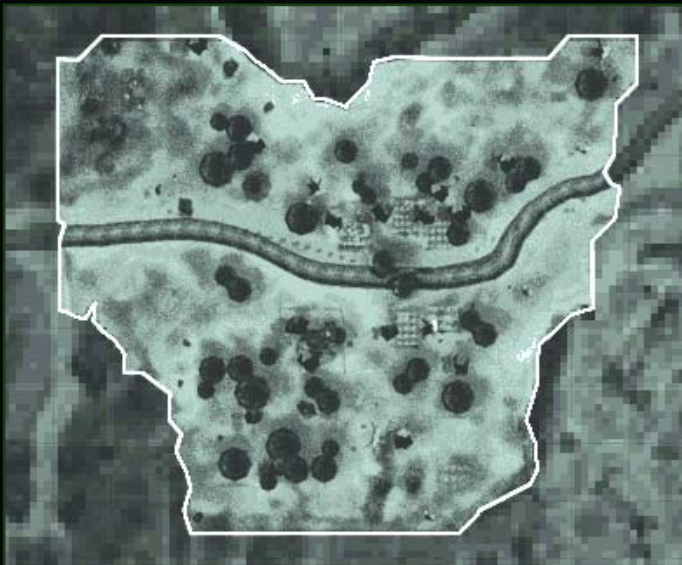
MP01 RIVER





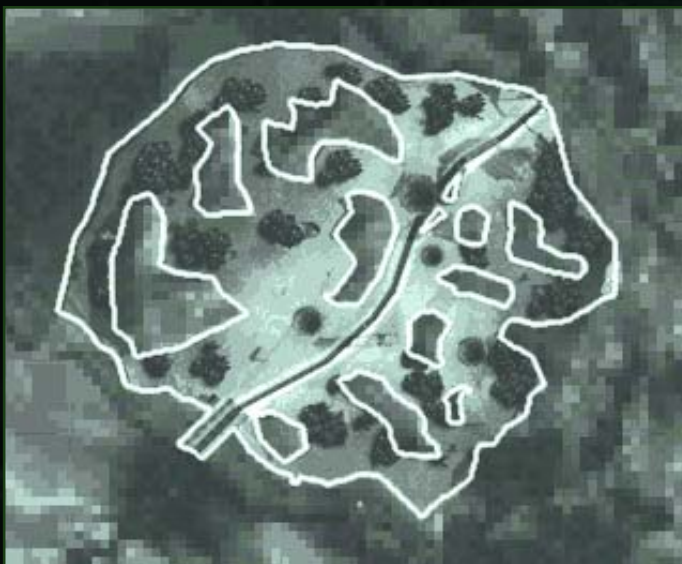
On map MP01 River, a river divides the terrain equally and can only be crossed in two spots. Secure these crossings and pick enemies off at range.

MP02 NIGHT BATTLE



Night Battle can scare the living daylights out of you. Fighting jets scream overhead, fires burn across the blasted landscape, and artillery fire flashes in the clouds. Take advantage of the ruins and craters for cover.

MP03 TRAIN WRECK



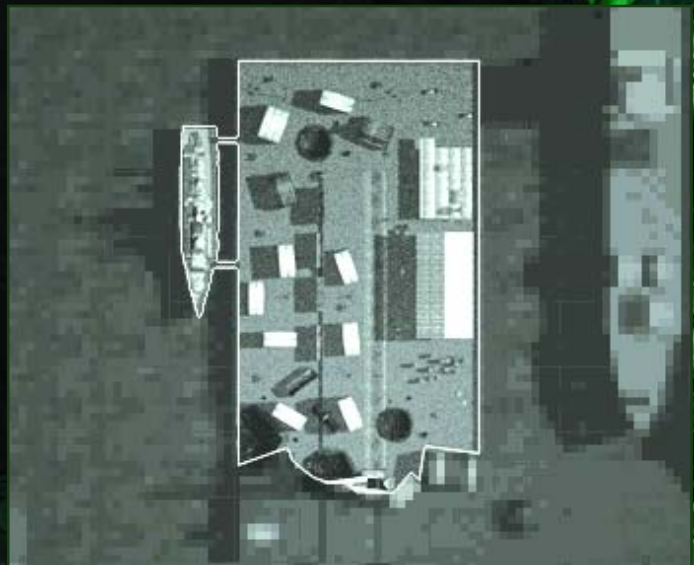
Train Wreck contains two machine-gun nests on one end, a derailed train on the other, and plenty of balanced terrain between the two. Race for one side or the other and work your way toward the middle.

MP04 VALLEY



Take advantage of the higher ground and dense foliage on map MP04 Valley. It's always easier to shoot downhill and you can see much further than the opposition.

MP05 DOCKS



Often you start right on top of the enemy with map MP05 Docks. Run for cover immediately and eventually make your way to one of two buildings you can enter or the ship.

MISSION I: WATCHFUL YEOMAN

You'll feel like a beat cop making a bust when you go on this seek-and-secure contraband mission. Priego's men are holed up on an old tobacco plantation—complete with dilapidated buildings, downed fences, and dead crops—and one of our birdies spotted two suspicious packages airdropped for the guerillas. The job is to retrieve these two packages. With fuel running low, however, the copter watching over the stuff has to return to base, and it's no surprise that Priego's men want the packages just as much as you do.



Your sniper will snoop a bunch of different fields in search of patrols that might cause you some real headaches.

LEGEND

- 1 Number of Enemies At Location
- 1 Objective Number
- Insertion Zone
- Extraction Zone
- X Special Objective

MISSION CONDITIONS

MISSION NAME: C01 Watchful Yeoman

LOCATION: Punta Tabacal

DATE: 03/20/10

TIME: 6:30 A.M.

WEATHER: Clear

ITEM REQUIREMENTS: None

HIDDEN SPECIALIST: Will Jacobs, Rifleman (Weapon 3, Stealth 2, Endurance 2, Leadership 4, armed with the OICW/GL or VZ58)

OBJECTIVES

1. Seize Plantation
2. Secure Package 1
3. Secure Package 2
- X.** No Team Casualties (unlocks the hidden specialist for the next mission)



SMOKING GUNS

You begin in the northeast corner of the tobacco plantation. Fortunately, tobacco plants and a large hill to the north cover you from spying eyes.

Forget about the packages at first. We'll get to them eventually, but we have to deal with the old plantation buildings, which the radicals are using as bunkers.

CAUTION

If you go straight for the packages, the whole camp will descend on you from every direction, and not even the fastest trigger finger will save you.

Better to be cautious. We'll clear the plantation buildings to the north, eliminating much of the resistance, then concentrate our firepower on both package areas. As long as you don't lose one of your own along the way, you'll clean up on all four mission objectives.

MAP LOCATION #1



From your insertion zone, crawl forward and use your sniper to spot the two guards past the wagon. Another guard patrols around them, so be careful not to trigger a sudden sneak attack.

Your insertion zone couldn't be better. No enemy can spot you—unless, maybe, you stand up and dance a jig. That's not recommended. Instead, drop prone and crawl up as far forward as the cover allows. Your sniper should draw a bead on the two guards past the wagon. Another guard patrols this first field, so figure out his location before you start blasting. You don't want to shoot the two wagon guards, only to realize the third guard has the perfect angle and plants a bullet through your scope. The two wagon guards are impatient. Approximately 25 seconds into the mission, if you haven't shot anything, they will stroll down the hill toward the insertion zone.

CAUTION

This ain't your granddaddy's *Ghost Recon*. The enemy A.I. has been greatly improved here. Don't be surprised if enemies under fire regroup to call for reinforcements, flank faster than before, or even clip you with a single shot.

Once you drop all three in the northeast field, you're free to move. Don't linger at the insertion zone. The gunfire in the first battle is sure to alert everyone. Enemies converge and start to make it a hotspot. Lure them into thinking they have your position, then surprise them from the north.

MAP LOCATION #2

Head north until you hit the map border—this cliff face. Hug the cliff and head west to cut down on the number of enemies tracking your movement.



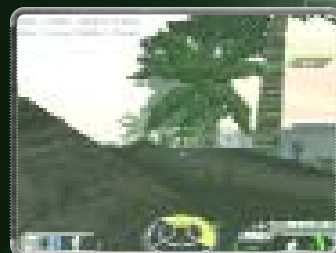
Both Alpha and Bravo teams should skedaddle after the initial encounter. Head north until you hit the map border (it's a short sprint). Follow this cliff face west. If you hurry, no one should spot you crossing any of the open ground.

To your west (map location #3), a small hill divides the fields from the plantation buildings. You want this hill. From atop, you get a great view of all the plantation buildings and the old road, plus some brush on the far side offers hindering terrain for the long-range enemies trying to snipe you. To seize the hill, you initially only have to worry about the two guards immediately to your left (due south).



From a northern attack route, one hill separates you from the plantation compound. Take command of this hill to seize superior position on the enemy.

MAP LOCATION #3



Remove the two guards on top of the hill first. You don't want them to unload on you while you scan the main plantation compound.

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Assault the plantation hill by going after the two guards to your left. Switch to Bravo for this move. Charge up the hill and pick them off while you have the element of surprise. Drop Bravo prone and now you've set up a perimeter of cover fire that spans your southern flank. No one will sneak up on you this way.

TIP

Dropping prone increases your defense; it also steadies your aim, especially against moving targets.



The plantation hill offers the most tactical location for the upcoming battle—and it's going to be a big one.

Move Alpha up the hill and lie prone on top. You can now see the whole northern half of the map. Zero in on your nearest enemies, the guards at the corners of the two houses directly in front of you. Your first priority is these enemies, even if hot lead flies at you from other locations. Remember, the closer the enemy, the better his chances of killing you.



The guard at the southern house has a good angle on your position. Don't let him reel off too many bullets.

The most important, immediate danger comes from the soldier at the corner of the southern house. He has the best shot at your guys on the hill. Shoot him first if you can. No sense in letting him get off a quality shot while you hunt for the northern enemies.



Watch that two guards near the barn don't flank you past the northern house.

The first guard at the northernmost house won't go down easy, either. He likes to skulk around at the northwest corner of the house. Either that, or he'll dart over to the fallen tree and try to hide there. He may not shoot at you right away. Don't forget about him, though. The northern side is the only place you can get flanked from.

CAUTION

Adjust your attack plan according to the danger of the moment. The enemy A.I. doesn't always react the same way to a barrage of gunfire.



Kill the second set of guards immediately.

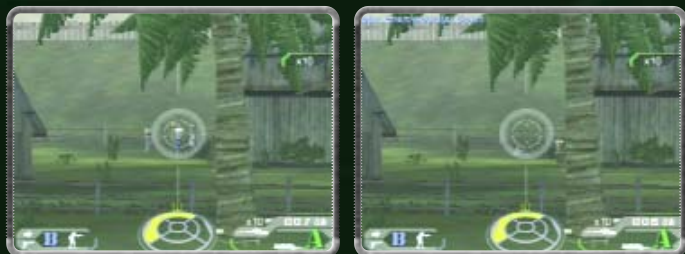
After the first two guards fall, another two take their place. These guards occupy the opposite corners of their respective houses and rotate into play when their partners drop. Kill these enemies before searching for any others.

Wait for the three barn enemies to show their faces. It's difficult to take them out when they hunker down inside the barn; it's easy with your sniper from the hill.





When you have a free moment, reload and use your sniper to scout deeper across the plantation grounds. Depending on how much firefighting has been going on, you should see a group of three enemies standing outside the barn (the small building farthest northwest). Don't waste an opportunity—zing them one, two, three if you can. Otherwise, the three guards retreat to the barn stalls and you'll have to go in after them at map location #5.



More than likely, all the gunfire brings two more enemy teams into the mix. A three-man group patrols the silos, while a two-man group scours the yard all the way on the western end.

Your last enemy groups at the first mission objective may or may not join the fight. It all depends on whether the gunfight's gone on for any length of time. If you do your job quickly and efficiently, they probably won't approach, which gives you the chance to sneak up on them. If they do join, a two-man group in the far backyard (far west) will scramble up behind the barn, and a three-man group that patrols the silos will cut across and reinforce. After you cut them down, the first objective is yours.

REAPING THE FIELDS

After the hill, it's a little less intense. Time to put that sniper rifle away in favor of the rifleman's toy—the M16.

MAP LOCATION #4



All the enemies may not fall from your sniper fire on the hill. Eventually, your rifleman will need to go from building to building and wipe out the stragglers.

If you don't hear gunfire for 10 seconds, and your sniper can't spot any bad guys, it's time for your rifleman to take up point. There are 12 enemies on the plantation grounds (not counting the two soldiers on the hill with you, but counting the silo team), so you may still have three or four left. Bounce from building corner to building corner and watch your threat indicator for activity. At this point, all enemies on the northern half of the map should be eliminated. If the three guards retreated into the barn, don't go after them until all others are cleared.

Building interiors offer excellent cover, especially against exposed enemies.



A word of caution about grenades: enemy soldiers love them. You will get hit with a lot more in this game. If you ever see an enemy drop his gun and make a fist, he's got a grenade. Shoot him fast. Failing that, immediately jump up to a crouch position and watch where the grenade lands. Put something firm and solid between you and that grenade or you're dead. No cover? Run the opposite direction for two seconds, then drop and pray. Unfortunately, you may get shot by someone else during all this, but you know you're finished if you don't get out of the way of the explosion.

CAUTION

Bad guys pop grenade pins like they're beer tabs. Unlike the original *Ghost Recon*, you will get inundated with shrapnel. Expect at least two to three grenade scrambles per mission.

MAP LOCATION #5



After the bodies stop twitching around plantation hill, you may have to fish the remaining three enemies out of the barn. Move to map location #5, drop, and peer into the barn

proper. While on alert, the guards dash back and forth inside, so you should be able to draw a bead on each one with patience. If you think it will take any length of time, bring Bravo down from the hill and have them fan out behind you, watching enemies to the south.

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Three enemies patrol the pond outside the big warehouse. You should surprise them if you come from where they think the silo guards are.

Cross through the fence dividing the plantation's north and south, then head for the cover to the east of the silos (including the silos themselves). Along the way, if you've done your job up top, the patrol at the pond should be easy work for your sniper.



If you don't count 12 dead bodies up by the plantation buildings, expect more than the one patrol at the warehouse pond.

MAP LOCATION #6

The first package you need to retrieve lies inside the big warehouse near the map's center.



It's off to grab the first package (and your second objective). Rather than break open the door and take your chances, there's a safer plan. Look east, up on the old road. You should spot a broken-down truck. Head up there as quickly as you can, then turn to face the warehouse. Ta da! You now can look down into a whole row of windows, and the four enemies inside frequently walk right by.

Look for the deserted truck on the old road. Your sniper will command the perfect assassination spot for the warehouse from there.



You shouldn't be harassed by any other enemies for the next few minutes, so crouch or lie prone (we don't recommend standing and drawing undue attention) until you can find a good angle into the warehouse. Wait and you'll be rewarded with a target shortly enough. Finish the target with a single shot, then wait for another to show his face. You may have to move back and forth across the ridge a little, but you should pick off all four enemies without having to engage in close combat.



Your sniper should scan the warehouse windows until a target shows up. Repeat until all four interior enemies are dead.

TIP

Grenades can clear a room for you. Before charging into a potential death trap, open the door, chuck a grenade in, and duck around the side. The noise alone will shake up any remaining enemies to give you the advantage.

MAP LOCATION #7

If you wait too long, the warehouse guards will come charging out to get you.



Head down to the warehouse's northern door. You don't want to swing around to the south. There are still active enemy patrols on that side of the map. Why draw more guns into the situation?



Your sniper needs to down four enemies from the old road. If not, it's time for the rifleman to close on the warehouse. Watch out, though; there are many corners for the enemy to pop out from behind you.

Assuming your sniper hasn't picked off all four enemies inside the warehouse, your rifleman will have to clear it out the tough way. Open the door and slide in behind the nearest boxes. Determine the general direction of the enemy with your threat indicator and do a lot of peeking to track a target down. Unload in short bursts and duck back for cover.

Securing the first package completes the mission's second objective.



With a little work, the package in the center of the room becomes Ghost property. The second package (and final objective) lies out in the middle of the southeastern field, so there are no more buildings for cover.

ON THE ROAD TO VICTORY

With objective #2 in your hands, one package still eludes you. Rifle through the dozen remaining enemies for the prize of a good night's sleep.

MAP LOCATION #8



Two guards walk the road running south of the warehouse. Sneak along the northern side of the road, using the hillside as cover if need be, and get close enough to down them with your sniper.

Exiting the warehouse, hurry up to the road that looks like a T on the map, just south of your position. This road separates the southwest and southeast fields. The southeast field contains the package. However, we'll take out the southwest guards so they don't join the party when we least expect it.

TIP

Eliminate any enemies with machine guns first. They can deal the most damage to your team.

Two particularly efficient guards man this road. They use the trees to weave in and out and get close to your position if they spot you from afar. Scout with your sniper and try to pick them off from behind. If they're too far, run along the road (it's up on a short hill), drop, and climb up into a better shooting position.



Five guards watch the southwest field. Two hang out near the wrecked equipment shed and three walk the field.

Once the two western roadside guards fall, look east. A second two-man patrol walks this half. Time your attack on the southwest field when these guards are on the eastern end of their route. It's no problem taking them out later. You just don't want them running up from behind.



A two-man team patrols the eastern end of the road. Time your attack on the southwest field when these guards are on the far end of their route.

In the southwest field, three guards watch for attacks from the south and east. When you strike from the north, you should eliminate at least two with your sniper before any return fire hits. With the field guards down, turn your attention on the two guards inside the wrecked equipment shed. With those two buried, it's onward to the last objective.

MAP LOCATION #9

A three-man patrol secures the area south of the insertion zone. Normally, they're not a problem and you can ignore them. However, just in case, snipe them before attempting the final objective.



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The southeast field holds the third mission objective. On the way, be careful of any remaining patrols that may still be out for your blood. One three-man team circles around the field south of the insertion zone. They're no problem, unless they hear gunfire and add to the reinforcements. If you have time, search for them and pick them off at range with your sniper. Better safe than sorry.

From this shack, you can stage the assault on the second package.



When you're ready for the last assault, head for the shack on the western hillside of the southeast field. You can see the entire field—the four enemies and the package.

CAUTION

Looks can be deceiving. Don't think an area isn't guarded just because you don't see any guards. They can hide as effectively as you can at times.

MAP LOCATION #10



The second package rests smack-dab in the middle of a field. It looks safe enough, but don't be fooled.

Take your time heading down from location #9. You don't want to alert any guards to your presence. If you can take the old shack without anyone seeing you, do so. The shack offers protection against return fire; even better, its walls will absorb shrapnel from the grenades that are sure to come.

Two teams of guards sweep the southeast field. They always stay on opposite ends, so you can attack one without alerting the other.



Set up inside the shack or go prone and use at least some of the shack as partial cover. Notice that the two guard teams circle the perimeter at opposite ends. Should one team get shot at, the other team automatically zeros in on your position. With not much in the way of cover (other than the shack), you have to be careful or you'll lose a team member and lose out on the special objective reward, specialist Will Jacobs. As a double safety precaution, place Team Bravo on the south end of the shack, while you control Alpha on the north end. You could also send Bravo into the trees on the field's northern face; however, if you trigger the field guards, Alpha won't be in position to do much about it.

Once the shooting starts, prepare yourself for lots of gunfire.



Ready to go? If you want to blast away with your sniper, you'll have to be fast. Most likely, you'll get a single shot off before the enemies scatter every which way. You also might want to use the rifleman's grenade launcher, and it's very difficult to switch from sniper to rifleman in the middle of heavy combat.

For that reason, stick with the rifleman the whole time. Pick one enemy off at range to start the fracas. Switch to your grenade launcher and lob a grenade toward the other guard pair. You may not kill everyone, but you'll have them ducking for cover. Hopefully your teammates will pick up the slack and kill a few guys for you. The battle's not impossible if you stick to standard tactics; it's just tough to avoid losing a team member.



Finish off the last guard to gain your objective.

If that assault doesn't work for you, try an incursion from the north side. The field's northeast corner has a hill with lots of trees and a building on top. You can come down the hill from that house, so long as you've killed the two-man roadside patrol that passes close by. This attack gets you closer to the action with a little less cover. Who knows? You may be able to run in full tilt and take the final enemies down without a sweat.

Once your carbines cool, head down to map location #11. The final objective triggers the end of the mission and a job well done.



MISSION 2: ANGEL RAGE

Time to strike at the heart. After a successful contraband raid, you get reports from a recon unit that has tracked down those responsible for recent brutalities against the Cuban people. Seems the bad guys are training out of a terrorist camp in the jungle. The camp is heavily guarded on the perimeter, so your mission is to systematically disable the camp's defense towers and then go after the camp itself. Though not fully trained yet, the terrorists are many.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- X Special Objective

MISSION CONDITIONS

MISSION NAME: C02 Angel Rage

LOCATION: Pinar del Rio

DATE: 04/03/10

TIME: 7:30 P.M.

WEATHER: Heavy Rain

ITEM REQUIREMENTS: None

HIDDEN SPECIALIST: Henry Ramirez, Rifleman (Weapon 4, Stealth 3, Endurance 3, Leadership 2, armed with the MP5-SD or M4 SOCOM)

OBJECTIVES

1. Neutralize Guard Tower 1
2. Neutralize Guard Tower 2
3. Seize Control of Camp
- X. No Team Casualties (unlocks the hidden specialist for the next mission)

THE HOUSE ON THE HILL

The enemies on this map are learning to be just like you, training in the art of covert war. There'll be a mess, as setting off the alarm amid all these enemies will trigger a hail of bullets, explosions, and fireworks.

MAP LOCATION #1



Heavy rain protects you from scouring eyes. It also cuts down on your vision and hearing.

You start on the map's main road, all the way in the south. Don't follow the road—enemies will beset you like a hive of angry bees. Instead, veer off to the northwest and follow the rocky hilltop. No enemy will shoot at you from your left flank while you follow this outcropping, so you need only concern yourself with your right side and the enemies to the north.

TIP

Never run along a road, even if it looks like the most convenient route. Enemies can spot movement on an open road from three or four times the distance than if you traveled within cover.

MAP LOCATION #2

Travel along the rock outcropping until you come to the second of its "horns."



Follow the rock outcropping over its first protrusion—it looks like the end of bull's horn—and head northwest toward the second horn. If you don't dally at the insertion zone, you won't have to worry about enemies to your north and east. Take a few glances just in case. It never hurts to be paranoid in this game. Just before map location #3, spot the tower on top of the hill.

MAP LOCATION #3



To lay siege to the first tower, wipe out the guard at the southeast corner. There's no way you can assault this hill with a ready machine gun pointing down on you.

From location #3, put your sniper to work. Search up the side of the hill until you spy the machine-gun nest on the tower's southeastern side. This guy's waiting for someone foolish enough to blindly charge up the hill. Line up a shot and make the first bullet count. Take your time. It's tough to see through all the rain.

MAP LOCATION #4

CAUTION

When you have a tower to deal with, try to eliminate the guards up top before challenging anyone else. You don't want bullets whizzing down on your head—or worse, a sudden grenade in your lap—while staging a fight with grounded hostiles.

So far the plan should be working and you've taken out the .50-caliber machine gunner on the southeast side. You have three to go. A second machine gunner, armed with an Automatic Grenade System, stands stationary on the northern side while another guard roams the tower's base. To make matters worse, the tower guard's a sniper who will shoot at anyone moving to the east and north of the tower.



On the opposite side of the house on the hill, a second machine gunner waits to mow you down.



Start with the tower guard. Inch your sniper up the hill until you have a clear shot at the tower's nest. Remember; the first machine gunner should be dead and the other two ground guards are unlikely to spot you on this side of the hill. As with most tower snipes, it's a challenging shot, made more challenging by the terrible weather. Aim for his barrel and one or two hits should take him down.



Reinforcements will arrive by the tower if you get trapped into a long battle.

Advance up the hill with your rifleman. The guard with the AGS is no contest. He's looking north and will never get a chance to glance south. The last guard, the one that wanders the tower base, will probably be found near the shack west of the tower. One on one, in the pouring rain, your rifleman should spring on him quickly.

TIP

Taking out a tower guard can be a difficult shot. Scan for a jutting shoulder or a protruding barrel and aim at that. If you don't kill with a hit, you should scare the guard into a sudden movement that will expose him further.

THROUGH THE WOODS

The first leg of your mission required a single team's experts. The second and third legs will rely on both Alpha and Bravo. While moving through the woods, set up one team for cover fire while the second team advances. By practicing standard field principles, you'll take fewer casualties—and the goal is to take none.

MAP LOCATION #5

Head toward the second tower at the map's northeast corner. While moving, have Alpha and Bravo teams cover each other. One watches the valley, while the other runs through it and finds cover on the other side. You don't want both teams together in case of an ambush or lethal grenade attack.



Reduce the chance of running into more guards later and snipe the outer wall enemies.

The first guards you'll encounter heading east will be to the north. Two guards defend the camp's southern side. One hangs by the lumber pile about midway along the wall. The other two check for movement on the road leading into the camp from the south. Both will leave you alone if you don't venture too far north (stay on the south side of the dirty stream).

Two guards patrol the main gate at the south end of the camp. If you engage them, make sure you kill them. You don't want either retreating into the camp and putting everyone on red alert.



However, you may want them whacked. When the camp alarm eventually sounds, they will add to the reinforcements. Should you engage, they must fall. If any escape, they'll retreat into the camp and warn everyone. It won't be a pretty scene stepping into a fully awake terrorist camp.

MAP LOCATION #6



Sweep north in the forest on the way to the eastern road and you should encounter light resistance.

On the way from location #5 to location #6, you may meet either a solitary soldier or a two-man patrol. If you beeline for the road, or wander even a little south, you'll run into the two-man patrol. Don't let them see you first. You're likely to take a bullet, and you might not even know where it came from with so many trees to cover them. Plus, one of the enemies has a machine gun. Let that thing crank for a few seconds and you're calling in evac.

For a short stretch we will use the road. There's no other way to stay far away from the camp on the way to the second tower.



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You're better off straying a little north. A single enemy stakes out this part of the woods, and three-on-one—in your favor for a change—should end things before they really begin.

CAUTION

On rainy missions, take extra care. You can't hear as well, and the rain hampers your accuracy. Head shots are a luxury in this weather; for maximum impact, shoot for the chest.



Watch for enemy patrols on the road. With no cover, it's whoever shoots accurately first.

MAP LOCATION #7

Continue north up the road. Your sniper should watch to the northwest as you move. Eventually, you come to a crossroads where much of the northern traffic occurs. Set a team nearby to watch the road so you can detect and prevent any enemy movement in the area. Control the crossroads and you control the northern section of the map.

Stick a team near the crossroads to prevent enemies from gaining a better position.



MAP LOCATION #8



At the north end of the road, leave the path at the waterfall and head up to the hill with the second tower.

At the northern part of the road, before it curves to the northwest toward the military camp, veer off the path at the waterfall. You want to attack the tower from the southeast, since most eyes are on the road to the west. In fact, were you to continue on the road, you'd get gunned down by the machine gunner on top of the hill.

The first enemy likes to play solitaire in the eastern guard-house.



Slink up the hill until your sniper can draw a good shot on the tower guard. Don't shoot him yet. Wait patiently in the grass for the guard who swings out here to the east. He likes to enter the guardhouse and makes a fat, juicy target when he turns his back. After he falls, it's open season on the tower guard.



The second enemy stands up in the tower. He watches the road to the west and won't expect a sniper shot from the southeast.

Veer for the north-western building for protective cover.



TIP

Never stand on a mission unless you know no one is around and you want to peer over something to line up a better shot.

In one of the rare instances where you stand on a mission, enter the hut to the tower's west. Hang a left and the window on your left offers a great view of the surrounding countryside, particularly the back of the machine-gun nest that wanted to pincushion you if you had continued on the road. Oblige the backstabber with a bullet to his back.



Enter the hut west of the tower for a great shot at the machine gun nest.

KNOCK. KNOCK

MAP LOCATION #9

Two objectives down, one to go. Of course, the last one is the real challenge. Sneak into the camp and do as much damage as possible under the guise of confusion. Unfortunately, no matter how clever you are, the camp will respond at some point. The guards will be on the lookout, and any outside guards—like the four enemies that run up and down the western border—will be called home for the final battle.

MAP LOCATION #10

Don't forget to reload before you advance on the terrorist camp.



From the machine gun nest, head southwest to the corner of the terrorist compound (north of the helipad). Remember to reload before you take the final plunge. Set Bravo up along the wall watching the east. You don't want a guard patrol surprising you at this juncture. Take Alpha west.

MAP LOCATION #11



A break in the back fence is your ticket into the compound free of charge.

A short distance along the fence you'll see that the terrorists don't believe in carpenters. There's a gaping hole in the fence—the back gate—perfect for stealth intrusions. Before you slip through, drop prone and scope around the area. One guard stands on the road. Snipe him so he doesn't do damage later.

One guard flags down vehicles that attempt to enter from the northern road.



MAP LOCATIONS #12 & #13



Two guards walk the northern perimeter behind the buildings.

Enter the camp through the back fence. To your left is the helipad, though you may spot two guards on their patrol before you can reach the pad. Drop prone and wait for visitors. Shoot them and you don't have to worry about your back for a while. Bring Bravo into the compound and have your associates drop prone behind the same building. As long as their arcs of fire cover the west and southwest, Alpha is ready to begin the building sweep.

DOOR TO DOOR

Here comes the hardest part. You can't rely on your sniper or secrecy. You might surprise an enemy when you suddenly rush into a room, but you have to respond just as quickly to return fire. One grenade at this point is lights out.

TIP

Save often. Until you know where every enemy is in the compound, you will get shot.

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MAP LOCATION #14

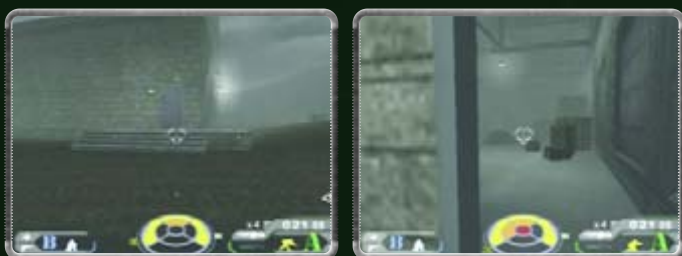


Enter the first building and dispatch the two guards inside.

Your first building contains two terrorists. The problem is they move around the interior, so there's no way to tell where they'll be. Watch that one isn't in the gloomy corner immediately to your left. He'll shoot you dead if you step foot over the threshold. If you can't tell because it's dark, switch to night vision and shoot at the lighter greens.

If an enemy isn't in that corner, two could appear at any moment on the far side of the room. Wait for a clean shot and clip them if they show their faces. After 30 seconds, move in slowly and aim around the corner. The two will be in that room, on the other side of the large curtains, if you haven't seen them yet.

MAP LOCATION #15



The large storehouse holds your toughest fight. At least four guards patrol within (more if the alarm has been sounded). The first guard could be just inside the eastern door.

Prepare for the toughest fight in the complex. Four guards hunker down in the storehouse (the big northwest building). One guards the eastern door and the other three wander. Even worse, if the alarm has sounded, you might run into a second group inside. With so many bodies, the bullets are bound to find flesh. Just hope it isn't yours.

TIP

A support soldier's M249 or MP5 works best against a high enemy concentration, such as in tight quarters in a corridor or room.

Start by kicking in the door on the eastern face and blasting the first guard. If return fire comes immediately, you know the other two guards have great position on the door. You may have to try the southern door, but that's trouble because you might trigger another group of enemies if you head down there now. It's best to force your way into the eastern door if you can.



You may catch one guard out of position, but the rest will be hidden behind cover.

Once inside, you must locate those other enemies before they locate you. Controlling a support soldier? Start spraying every nook and cranny with bullets. Looking through your rifleman's eyes? Click on to grenade launcher and drop a few across the room. The goal is to kill the last two enemies. However, flushing them out works just fine. You want them on the defensive. You don't want to allow them any time to line up a shot on you.

Inside the storehouse, guards can come at you from any crate or corner.



Scour the storehouse until everyone is dead. Another clue: If the southern door is open, you have more uninvited guests. Reinforcements like to frequent this building, so you may end up fighting more than three. Any time you have to fight more than two guys in close quarters, switch over to the support soldier. You need that rapid spray of bullets to cover lots of space. It's less about fancy accuracy and more about brute force when the odds are seriously against you.



Sweep the perimeter or drop a grenade into the corners to clear out a defensive position.

MAP LOCATION #16



Three more guards drop from your planned attack.

Head south to the next building. When crossing the gap between buildings, always be on the lookout. You never know who might walk by. Dash across quickly and whip around to the back corner of the building.

You should surprise two guards on patrol there. A quick rifleman will make mincemeat of them both. If you don't see them right away, switch to your sniper so you can get the jump on them at range.

MAP LOCATION #17

To cross from the command post to the communication center, you will have to deal with the main entrance guards.



Crossing from the command post (southwest building) to the communication center (south building) can be dangerous. You have to pass by the main gate. Even if you've wreaked havoc up to this point, you most likely will have to face more guards here. Also, the three outside guards that patrol the compound's southern face (if you haven't picked them off yet) will come calling if shots are fired.



Send your support soldier on a rampage to clean up the remaining guards.

Shoot the main entrance guards first. The best course is to take them out from the protection of the command post building. As they fall, dart across to the communication center due west. Keep shooting until everyone's dead in the area.

TIP

Don't assume that once an area is clear it's always clear. Enemy patrols you may have missed might fill in. Be on your toes at all times.

MAP LOCATION #18

Use the compound's barriers to your benefit.



The last building is the most convenient on your systematic sweep of the compound. Head north of the communication center to the education center. You can assault the last of the compound guards from here.



Gun down the final enemy and the terrorist camp falls. Congratulations—objective #3 has been met.

As soon as you take care of this last bit of business, you've finally achieved the third objective and can change into some dry clothes.

MISSION 3: JAGUAR MAZE

An MV-22 has been shot down, and it's your job to rescue the marine crew flying it. While en route, your superiors have asked for two tasks: destroy the SAM that took out the MV-22 and retrieve the USMC codebook that went down with it. As usual, the enemy will be swarming all over the scene to hassle you at every plateau.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- X Special Objective

MISSION CONDITIONS

MISSION NAME: C03 Jaguar Maze

LOCATION: Sierra de los Organos

DATE: 04/12/10

TIME: 11:20 A.M.

WEATHER: Clear

ITEM REQUIREMENTS: M136 Rocket Launcher

HIDDEN SPECIALIST: Klaus Henkel, Support (Weapon 4, Stealth 4, Endurance 3, Leadership 2, armed with the MP5 or MM1)

OBJECTIVES

1. Neutralize SAM
2. Rescue Air Crew
3. Reach Extraction Zone
- X. Retrieve Codebook (unlocks the hidden specialist for the next mission)



ROCKY MOUNTAIN HIJACK

Marines are tough. There are only two of them, and they're surrounded by enemies, but you're still making the rescue your second objective. An invulnerability field encases the marines until you trigger it by getting close. So long as you stay away—and you intend to by going after the SAM first—the marines can't be hurt. It's when they're in your care that they're most at risk. Take good care of them. The first step is blowing up that SAM on the top of the hill so your rescue support can reach the extraction zone.

MAP LOCATION #1



From the insertion zone, head south for the easiest path through the mountains.

Even though you want to find the SAM at the mountaintop, you don't want to head up (east) at the start. That might be the most direct route to the SAM, but it also takes you through a bunch of enemies you could avoid. Your initial goal is to seize control of the guard tower in the middle of the map. This tower surveys the entire map, so controlling it gives you the freedom to move around without too many laser sights lighting up your back.

MAP LOCATION #2



Take this small gap through the rocks to arrive at location point #3.

Advance south and follow the rocky plateau base southeast. You'll wind through small gaps in the mountain and a cave. Keep alert in case a guard patrol wanders through, but most of them stay east and south of these rocks.

TIP

Always use higher ground to scout lower terrain. A sniper with a scope can identify multiple enemies from a single position on high.

MAP LOCATION #3



The last gap brings you out into the midst of your enemies. Tread with care.

While still inside the last cave, hide within the shadows and peer into the expanse on the other side. There will be a two-man enemy patrol to the northeast of this position. They don't seem to be as alert as the other guards, so chalk this one up to the fact that the game designers want to ease you into this mission. Two quick shots should be all she wrote for the first enemy patrol.



A two-man patrol chats northeast of location point #3.

MAP LOCATION #4

As you head to location #5, watch for a single enemy to the northeast. Normally, he patrols more to the north, so he should never see you. There is a chance, though, that he could take a shot at you. If you want to remove him, veer up to the north a bit before continuing on to position #5. Should the enemy see you first, he'll run northeast, where his two enemy friends hide. He hopes to bait you into an ambush. One of the enemies sitting up there has a .50-caliber machine gun, and he's itching to pump bullets in your direction.



Three guards patrol the house on the hill and will advance when you head toward the central tower.

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Drop down southeast to the big rock formation before the central tower. Your path will almost intersect with a two-man patrol. From the higher ground, drop prone and let the sniper hunt them out. With the flora as it is, even a missed shot or two won't cause grief. The enemy won't see you when you embed yourself between giant fern leaves and moss-covered rock.

MAP LOCATION #5



Near the map's center look for this rock. From here you can look left and spot the central guard tower.

Your sniper should still look for enemies. Before you engage with the central tower, track down the two patrols to the south and west of you. If either is in range, give the order to fire at will.



You will have to battle close up to get your long-range shot on the central tower.

It'll be like a snake in the grass if you miss. Especially in the valleys, there's so much grass and brush that an enemy alerted to your location could sneak up on you if you're not paying attention. Make sure Alpha and Bravo teams are both guarding each other's backs as they move in tandem toward the central tower.



We don't care about the two-man patrol west of map location point #5, as long as the patrol never fires on us. However, we'll be charging right by the one to the south to rescue the marines.

CAUTION

Do not fire on the central guard tower until all the patrols in the area are wiped out. The fight with the tower might be prolonged, and you don't want another enemy team clobbering you with your attention elsewhere.

MAP LOCATION #6



A sniper from the rock can tag each tower guard.

Ascend the final embankment toward the central guard tower. Hug the rock. You don't want the tower spotting you first. Drop prone near the end, so you can crawl the last few feet and expose your gun barrel to the tower. You're now in position to pick off the tower guards.



Your sniper should take out the top guard and anyone who comes down the stairs.



Two guards stand in front of the central tower. One holds a sniper rifle for long-range attacks. The other carries a heavy assault weapon to spray fire down on the unsuspecting. You must engage all four central tower guards here and now. There's no way you can waltz around the middle of the map without them burying at least one of your team.



After the two base guards fall, snipe the tower guard. If you can't hit him, run your rifleman up to plug the guy.

Shoot the two with your sniper. The guard in the tower can't hit you from your position unless he changes facing. In that case, you'll have a clean shot first. Line up the best shot you can—probably at a weird angle and at his gun barrel—and chip away. If you get frustrated, send the rifleman up there to give him a calling card.



The central tower offers a wonderful view of the map. Scan around with your sniper until you find an enemy target.

With the central tower under your control, survey the open areas around the tower. You should spot at least one or two enemy patrols. Snipe wherever you can. Even if the enemy figures out where the bullets are coming from, you already know how hard a shot it is to hit flesh.

SAM SPADED

Alpha and Bravo split up for this part of the mission. Bravo will take on the SAM. Alpha will rescue the marines and retrieve the stolen codebook. The next time the teams meet will be at the extraction zone.

MAP LOCATION #7

Alpha and Bravo part ways at this location. Don't let any patrol in the area get close. One grenade at this juncture could finish the whole mission.

MAP LOCATION #8



Climb up the mountain to strike at the first team defending the SAM.

TIP

Keep the demo expert in the rear and out of fights. His contribution comes from blowing apart enemy armor.

Team Bravo steps into action against the mission's toughest resistance. Head northeast until you hit the rock formation below the SAM site. A three-man enemy patrol may be lurking in the vicinity. Ambush them here. If they stick around, they will attack you from the rear if you engage the SAM soldiers. Clear them out now so they don't become a pain later. Unless you spot them from long range, opt for the rifleman over the sniper. The sniper may take one, but the other two will scatter. It's better to fire with the rifleman's three-shot bursts and coat the area with lead. You want them dead fast so they don't retaliate.

MAP LOCATION #9



The second group, a two-man patrol, circles the top of the rocks.

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You repeat the same maneuvers from location #8 here. You have a three-man patrol that you could bypass, but they may cause problems later on. It's safer to take them out. Unlike at location #8, you can usually glimpse the location #9 guards from farther away. A well-placed grenade should do nicely. Send an M16-armed rifleman in after the smoke clears to check for survivors. Make sure there aren't any.



Leave no witnesses or you'll have sneak attacks against you later.

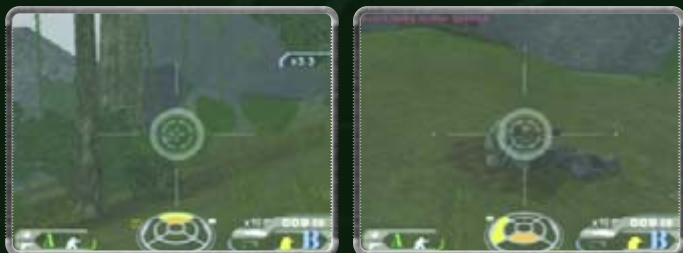
Note that there may be a second patrol to the south. This two-man patrol scouts the southern map, from the point southeast of location #9 to the downed MV-22. You will catch them at some point. Just be aware that they're floating about.

MAP LOCATION #10

Up by the SAM's tent camp, a single guard walks the perimeter.



Bravo has one last task: Destroy the SAM. Before the team can get there, three more soldiers have to bite it. The first one patrols the tent camp southeast of the SAM. Bring your sniper into position—you should see the tents—and wait. The guard circles the tent camp, so he may be hidden from sight when you first arrive. You want him downed before you tackle the remaining guards.



Two enemies stand watch over the field below the SAM. When you fire, they scatter and attack from different angles.

A batch of brush runs in a line down from the SAM site to the rock formations below. Advance on this brush so you have cover and scope out the plain to the west to search out the three-man patrol. This patrol scatters when you fire, and at least one of them will come straight for the brush you've got for cover. Shoot the one running toward you and follow the movement of the other one. With your three soldiers in the proper position, the enemy has no prayer.



To achieve objective #1, launch your antitank missile at the enemy armor.

Now it's your demo expert's turn. Switch to the M136 and climb up the hill until your sight lies in the heart of the SAM. Launch the missile and stand back for the fireworks. As the last chunk of metal falls, you accomplish objective #1.

TIP

Always clear the area around a SAM site first before deploying your demo expert. While he unslings his rocket launcher and sights the perfect shot, he's vulnerable. When your demo expert dies, the enemy's armor survives.

MARINE CORPSE?

Bravo has done its duty. Team Alpha now takes over to rescue the marines and retrieve the lost codebook. Bring Bravo down to the mountain pass just southeast of location #9, and plant your teammates there. They can stop enemies from accumulating for the final march to the extraction zone.

MAP LOCATION #11



Navigate southeast to find the downed marines.



Team Alpha's back on full alert. Head your squadmates due south from map location #7 (where we last left them) to location #11. Two enemies look to ambush anyone passing east or west around the rock formation to the south. If you go west, you run into them. If you head east, they shoot you from behind. The best course of action is to drop prone at location #11 and scout them out with your sniper. Embed yourself in good cover and weed them out one at a time.

MAP LOCATIONS #12 & #13



Do not shoot the two marines at location #13. Keeping them safe is mission objective #2.

Head east to location #12, then south to location #13. The two downed marines are holed up at location #13, lying under the cover of a big tree. Don't shoot them. Up to this point, they've been invulnerable to attack, but that protection disappears when you round the rock formation to their northeast. Run up and touch them to trigger the "second objective complete" message.

CAUTION

Beware of friendly fire. Enemies will fire at you and never show up with a tag. Friendlies will flash a blue nametag when your reticle passes over them.

CODE RED

You could finish the mission without this last step, but then you wouldn't earn the special objective reward, specialist Klaus Henkel. Rather than head straight to the extraction zone with the marines, sidetrack west to collect the missing codebook. You only have seven enemies to wade through.

MAP LOCATION #14

Watch for an enemy patrol from the west as you head toward the downed MV-22. There may only be one soldier, but sometimes he brings along two friends.



Take Alpha southwest to location #14. Your final run to the extraction zone will start from this point, but we're recovering the missing codebook first. Scope out the west. A lone enemy scout lingers in this area. He will not engage, but he calls upon his two friends (the enemies north of his position) to prepare an ambush. Try to slip past him without being seen. If you fail, fight the three enemies here so you can return to the extraction zone in peace. Keep the marines in the back during your firefights. Otherwise, the whole mission is scrapped.

MAP LOCATION #15



The far side of this hill holds the MV-22. Notice the wreckage in front.

From location #15, you should spot pieces of the shredded MV-22. On the other side of the pictured hill, four guards watch over the codebook and the wrecked hardware. If you keep this hill between you and the enemies, they won't see your approach.

TIP

When an objective calls for a downed aircraft, look for wreckage spilled about the area. The destroyed craft never crashes in one piece, and the wreckage may lead you to the prize.

MAP LOCATION #16



Pick off as many enemies as you can before you charge in.

Approach cautiously. Use the hill as cover until the MV-22 comes into sight. You may not be able to spot the enemies clearly. In fact, only their legs may be visible at the tail end of the wreckage. You could take a shot at downing them with a wound or two to the leg. However, if you miss, one of them might try to run for help. Get in close and switch over to a rifleman or support soldier.

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Sweep around to your right and kill your foes either at the copter or as they try to escape for extra help.

Sweep to the right and prepare to fire when a torso or head comes into view. The enemies walk the side of the wreckage, but sometimes they disappear into the MV-22, making it difficult to drop them with a single shot. Open up when you see them and keep at it till they aren't moving. If one tries to escape, shoot the one staying to fight first, then run after the other one. You have time, since you're so far removed from enemy help at this point.

The codebook lies on the floor in the wreckage. Recovering it completes the mission's special objective.



Inside the MV-22, in the dark eastern corner, the codebook lies on the floor. Pick it up to complete the special objective and unlock specialist Klaus Henkel.

RUN FOR THE HILLS

All you need now is to return to the extraction zone and deliver the air crew to a rescue helicopter. It's easy with, at most, half a dozen enemies left to guard the home stretch.

MAP LOCATIONS #17 & #18



The first of two guard teams stands between you and the extraction zone.

The last couple of battles depend on how much clearing out you've done to this point. If you've quietly slipped through the map utilizing stealth and only taking out the necessary targets, you'll have a few more fights as enemies make a last stand to try to stop you. Team Bravo soldiers up at location #9 might have also helped. While Alpha recovered the marines and codebook, they were in position to pick off some enemies patrolling through the area. By the time you reach location #18, you will probably have two remaining enemy teams.

Use the rock formation for cover and move east, then northeast. When the first team comes into view, drop prone. Line up a few choice shots, or launch a grenade into their midst. You may wipe both of them out with a grenade, but you'll alert every other guard in the area that you've arrived. It's less likely that sniper bullets will alert everyone.

MAP LOCATION #19

TIP

If the mission doesn't end when you reach the extraction zone, make sure all surviving team members and rescued personnel are inside the zone. It takes both teams at the zone to end the mission.

On the way from location #18 to the extraction zone at #19, the last enemy team might whiz a bullet or two at you. If you haven't located them with Alpha, switch back to Bravo and come at them from the north. They've probably heard what Alpha has been up to and will have their attention turned to the south. Bravo should get the jump on them and shred them in a few seconds.

Drop the last guard team and you can stroll to the pick-up spot.



Take a deep breath and escort the marines to the safety of the extraction zone. You've all had a long day and it's time to for some serious R&R before your next mission...into a swamp.



MISSION 4: HIDDEN SPECTRE

Drugs. Weapons. Top secret information. Priego's base in the middle of the Isla de la Juventud swamp operates in all three trades, and you're about to shut it down. Destroy the primary target, the airfield, so the guerrillas can't run their supply line through there. Next, blow up the ammo dump on the camp's northwestern side. Wipe out all the baddies while you're at it. You want the special objective, don't you?



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- X Special Objective

MISSION CONDITIONS

MISSION NAME: C04 Hidden Spectre

LOCATION: Isla de la Juventud

DATE: 04/21/10

TIME: 10:40 A.M.

WEATHER: Foggy

ITEM REQUIREMENTS: Demo Charge

HIDDEN SPECIALIST: Jack Stone, Sniper (Weapon 6, Stealth 3, Endurance 2, Leadership 3, armed with the L96A1 or SR-25)

OBJECTIVES

1. Seize Airfield
2. Destroy Ammo Dump
3. Reach Extraction Zone
- X. Neutralize All Opposition (unlocks the hidden specialist for the next mission)

BEACHFRONT REALTY

Your drop-off point for this mission is the map's south beach. Rather than charge into the thick of the enemy forces, we'll circle around the beach to the east and use cover to access a strategic entrance onto the airfield.

TIP

Don't engage your foes right away. Probe the enemy's weaknesses and get a feel for the terrain before the heavy gunfire begins.

MAP LOCATION #1



Your Ghosts land on the south beach. Head right and keep away from the enemy scouts around the airfield.

The mission begins on the south beach. It's a good spot—lots of sand, soothing waves, and no enemy guards. We'll use the beach as much as we can to stay away from the enemy until we're ready to engage at a weak point.

MAP LOCATION #2



Identify the enemy positions by the southeast village.

A small village lies outside to the airfield's southeast. It's where the soldiers hang out in their off hours. No one's playing cards or watching the tube at this hour; only two guards patrol the whole area. Our route takes us along the village's beachside real estate or through the village itself for maximum cover, so those two guards will have to be dealt with.



Two bullets for the two enemies guarding the village.

At location #2, drop prone and have your sniper scope around. Eventually, the two guards come into view as they walk through the village. Wait until they're on the southern end of their route—you want your rifle shot as far from the main airfield as possible—and shoot them both there.



After the first patrol falls, enter the village and use it for cover. Scout in the northwest and watch for any activity.

If all goes well, no one will hear or stumble across the two missing guards. A single guard patrols the airfield's south walls. He wanders as far southeast as the bog, but not into the village. Provided he doesn't show up at the exact moment you pull the trigger on the two village guards, he shouldn't cause you a problem. Leave him be so no one notices your assault. Take him out now and another guard closer to the complex might notice. Then the alarm bells go off and all sorts of trouble follows.

MAP LOCATION #3



Stay wide of the airfield and prying eyes. Move along the beach until you reach location #4.

Keep wide on the beach. You don't have much beach left to utilize, so let's get the mileage out of it on the way up to the airfield. Keep both teams out of sight on the sand while you reload and prepare for the run up to the complex.



MAP LOCATION #4



Use the rock at the airfield's south-eastern corner as a staging ground. Pull both teams up here and break out your sniper for some long-range work.

The largest rock on the map's east side provides the best cover for both your teams. Set Bravo down on the southwest side, aimed up at the two guards in the gap in the airfield fence. Alpha takes the northeast side, and your sniper zeros in on the two eastern guards.



The sniper may take out one guard, but not both. Have your troops set up to return fire on the guards at the eastern gate.

Look for a head shot with the sniper. Take out these guards before they alert the whole base. Fire on the first guard and drop him. With all six of your soldiers in place, they should obliterate the poor second guard before he can touch his trigger.

THE AMBUSH

The airfield is wired for intrusion. As soon as one of your soldiers steps on the airfield, the ambush is triggered and 12 enemies rush at you from every direction.

CAUTION

Enemy snipers may be the most dangerous foes. Their longer range and better accuracy can kill a Ghost before you know what hit you. If you spot one, he's top priority.

MAP LOCATION #5



An enemy sniper commands the airfield's northeast corner. If he proves troublesome, drop a grenade on his head.

You're about to assault the airfield, and it's no picnic. Your first step is to deal with the sniper at the airfield's northeast corner. He commands a view of the whole east side and will kill one or two of your guys if you blindly run up the hill into the airfield.



As you advance on the airfield, watch your perimeter or enemies will flank you easily.

This sniper duel is important. You can't move on the airfield until you kill the enemy sniper, and your very movement now has triggered two vehicle reinforcements to begin a slow drive from the north road down into the airfield. There's nothing you can do about this, so deal with the reinforcements when they arrive. If you don't, they disperse throughout the complex and make it harder when the ambush chaos reigns. Take your time and line up a perfect one-trigger kill shot. Then rush Team Alpha up the hill to the sniper's position behind the northeast building.



From the enemy sniper's position, you can gun down the two-man patrol in the north woods.

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Move past where the sniper lies dead and peer over the cliff drop. A two-man patrol is down in the woods. When the base goes on alert, they'll run up and join the fight. Instead, we plan on cutting them down where they stand. It's important to remove them here, since one of the bunch holds a grenade launcher that could kill your whole team.



Use the sniper shack as a barricade between you and the arriving enemy reinforcements. Unload from the northwest corner, then double back to the southeast corner to attack from there.

The reinforcements have shown up by now. Creep up to the northwest corner of the northeast building and peek around. You should see a jeep and driver sitting there, maybe even two. It's time for a game of misdirection. Have your rifleman peek around the corner and plug a guy. The enemy will return fire and zero in on the northwest corner. Double back around to the southeast corner and peek there. You should have at least one flanking shot at an enemy. Shoot to kill and repeat the steps, bouncing back and forth between corners as you whittle away the enemies honed in on you.

MAP LOCATION #6

TIP

In a big firefight, stay down when the threat indicator is red. Wait for a target of opportunity, shoot, and move on to the most likely enemy encroachment point.

You're about to be ambushed—or are you? You know it's coming, so turn the tables. When you set foot on the airfield strip, you hear a voice say, "It's an ambush!" That's the sound cue that all enemies are alerted to your presence. They pour out of buildings and head into the airfield from the swamp and woods around. Lock and load—it's time for the biggest fight in the game.



Team Bravo assaults the airfield from the south. The helicopter provides good cover. Creep up there and go prone—the enemy will be shooting lots of bullets.



This fight is all about timing. You're going to fight more than a dozen guys in one rush, and you can't afford to let any of them get behind you. The best plan of attack is to work Alpha and Bravo squads in tandem to cover the whole airfield strip.



Team Alpha hides until the jeep reinforcements arrive.

Send Bravo down south along the embankment (back the way you came), below the airfield's line of sight. Come up around the southeast corner and drop prone just inside the helicopter. You can also drop prone a little more to the west (near the plane), but wherever you choose, do it in a hurry. The ambush triggers as soon as you touch the airfield soil.

Switch back to Alpha and move out from the northeast building's protection. The guards around the jeep should be dead, so move south of it so the vehicle doesn't block your view. Bravo should have the northwest angle covered (most of the airfield). Alpha should have the west angle covered (reinforcing Bravo, where most of the fighting will take place) and the northeast (in case any guards try to sneak around the back of the buildings). Keep shooting at any hostile that moves.



Move frequently during the ambush. If you have a few seconds of quiet, slide a team over to a new location so you can find enemies trying to sneak up on you from a different direction.

Dispatch enemies with grenades quickly or you might be without a team. If you can get the enemy to drop the grenade so it blasts his nearby companions, that's even better. When there's a lull in the fighting, shift both teams' positions slightly if you can. For example, drop Alpha down to the top of the helicopter and rotate Bravo over to the plane. This prevents surprise grenades from hitting your team and causes frustration for sneaky guards trying to get a cheap shot off.

Open the door to the airfield's northeast building (not the corner building). Two enemies hide inside, unless they've taken the west exit and joined the forces on the western side of the airfield.



You may have to weed out enemies that have gone prone in defensive positions. The northeast building (not the corner one you've been using as a barricade) contains two guards. Snipe through the door or go in if you know their whereabouts. It's possible that they've left out the back door and will regroup with the troops on the western side of the airfield.

TIP

In large fights, position Alpha and Bravo so their arcs cover the whole area. Each team can generally see 180 degrees, so two teams together should never be taken by surprise.

Proceed carefully with Bravo to the fuel drums at location #7. Alpha should stay put and cover the open airfield in case of renewed activity.



Head for the large fuel drums. Don't worry—a stray bullet won't ignite them, and they offer the best angle from which to shoot at the guards on the airfield's western end.

MAP LOCATION #7

An enemy sharp-shooter hides in the first doorway of the north building. Don't lose sight of him in all the confusion.



From location #6 (the fuel drums), you can get a much better angle at any guards in the second half of the airfield. One guard likes to shoot from inside the northern building, so eliminate him first; he has the best shot back at you. It's possible that one of the vehicle reinforcements parks here instead, in which case you may have two to four other enemies loose in the area. Between the crossfire Alpha and Bravo have set up, no one should escape.



The western side of the airfield looks relatively quiet. That's only because most of the guards are holed up along the perimeter.

MAP LOCATION #8



A three-man patrol stands pat at the northwest corner. Hit them from the corner of the large southwest building.

From location #7 on the corner of the southwest building, Bravo should see and take out a three-man group guarding the northwest airfield. Keep in mind that their deaths may alert the two-man team in the woods behind them (if they haven't already joined the mayhem by now). Watch for this team, since one of the them carries a grenade launcher.

After you emerge from the southwest building's corner, look due west. Two guards check the road for any trouble. The trouble, however, will come from the east and your two quick bullets.



Keep Bravo on this angle and switch to Alpha. Follow in Bravo's footsteps until you reach location #7. Alpha will cross the open airfield to reach the northwest corner. On the way, pay attention to the west near location #10. Three guards check for disturbances on the road, and they may not be drawn into the fight. If they're there, drop prone and blast away. Once they fall, continue to location #8.

IN THE DUMPS

For a key ammo dump, your second objective is lightly guarded. Run through several enemies and you can plant your demo charge to blow it sky-high. One team should watch for road patrols while the second plants the charge.

TIP

Do not set a demo charge until the building or area has been wiped clean of all foes. There is no time pressure to get it done.

MAP LOCATION #9



You may have to lay some fireworks on the two-man team in the woods between you and the ammo dump. Or you could just shoot them.

From the fence at location #8, the top of the ammo building is visible off to your northwest. Run down the hill into the small valley and come up on the road just across from the ammo dump. Crawl the last bit so you're less exposed and can line up on the ammo dump's front door.

Around the ammo dump, two guards check to make sure everything's on the up and up. It isn't—they should have heard all the ruckus at the airfield—but they're fairly oblivious. Wait until they're outside the doorway, preferably at the dump's side, and pick them off there.

Two enemies guard the ammo dump. Usually, one of them walks the outside, and the other sometimes bunks down inside. Watch that you don't get plugged stepping in the door.



As with any one-door room, the first few seconds of entry can be deadly. You don't know where your opponents are, while they certainly will see you enter. Fortunately, the ammo dump's door is open, so you don't have to worry about that alerting them.



Plant the demo charge in the center of the room and boom—objective #2 accomplished.

Charge in with your rifleman and look right first. There's almost always a guard in that gloomy corner. Down him and move to put the big ammo pile in the center of the room between you and the other guard. When you find his position, shoot him before he shoots you. See, some things are very simple in *Ghost Recon*.



From the ammo dump, look northeast for any enemy signs. It's best to eliminate them now before they intercept you heading for the extraction zone.

Your demo expert plants his charge, and objective #2 is a rousing success. At this point, don't head to the extraction zone. The special objective is to eliminate all soldiers, and there's no way you've done that yet. A two-man patrol lies on the road to the northwest, so find and eliminate them while you're in the area. The last enemy group defends the bridge, the alternate approach to the airfield, which we chose not to use because of its heavier defenses.

MAP LOCATION #10

Head south along the road after the ammo dump lies in pieces. Wipe out any enemy stragglers near the main gate.



Head south down the main road. If you've done your tasks to this point, the road won't have any resistance except from the south. The more enemies you let slip, the more on your guard you'll have to be.

THEY ALL FALL DOWN

The special objective is simple: Eliminate all enemies. Before you enter the extraction zone, make sure you've dealt with all foes. It may take a quick trip around the whole island to collect anyone you've missed.

MAP LOCATIONS #11 & #12

TIP

When tracking down the last few enemies on a map, use your threat indicator like a compass. Follow the orange lights until a red circle appears in the center. The enemy is within sight distance.

You'll catch the final four guards down by the bridge, enjoying the nice bog. The first guard circles the guardhouse north of the bridge. Approaching from the north, he should have his back turned to you.

Be careful that the bridge enemies don't stray up the road and surprise you.



Hopefully, you'll down him in a single shot. Otherwise, he immediately scurries for cover. Usually, he ducks behind the building, then tries to fool you by sliding around to one of the trees. When you go in expecting him to appear from the house, he shoots you in the back or side from a tree. Another problem: He's armed with a machine gun, and those bullets hurt.



The building guard doesn't hang around. He likes to charge toward you and give you zero time to line up a good shot.

The final three enemies near the bridge will hear your first shot at their guardhouse partner. The closer guard likes to pop a grenade and heave it at your feet. Avoid any grenades and return fire from nearby cover (probably the guardhouse). If you can catch them quick enough, they're very exposed on the bridge. The grenades are the only difficulty to overcome.

Three enemies guard the bridge. They are not stupid. After the first shot fires, the enemies will scatter for defensive positions.



At last, all the enemies have fallen. When they do, you unlock your special multiplayer map. Killing the last of the enemies also saves you from having to walk all the way back to the extraction zone.



Cut down the last of the guards and you can go home—for now.

MISSION 5: RAPID PYTHON

Esteban Ordenez may be scum, but he's the lesser of two evils. A high-ranking member in Priego's cabinet, Ordenez has decided that Priego can't win and wants out. As a bribe to extract him, we get his brain and a document of top-secret information. Alas, Priego's men grab Ordenez before he can be secured.

This mission has three conditions. Find the secret information before Priego's men do. Rescue Ordenez from Priego's clutches. The regional commander for the FDG is overseeing the operation, so your third task is to blow his tank into orbit. You only have a handful of minutes to accomplish all that. It'll be a race.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- ✕ Special Objective

MISSION CONDITIONS

MISSION NAME: C05 Rapid Python

LOCATION: Matanzas Province

DATE: 04/27/10

TIME: 1:00 A.M.

WEATHER: Cloudy (nighttime)

ITEM REQUIREMENTS: M136 Rocket Launcher

HIDDEN SPECIALIST: Susan Grey, Rifleman (Weapon 5, Stealth 3, Endurance 3, Leadership 4, armed with the MP5-SD or AK47)

OBJECTIVES

1. Find Intelligence
2. Rescue Ordenez
3. Reach Extraction Zone
- X. Destroy Boevaya Mashina Pekhota (BMP) (unlocks the hidden specialist for the next mission)



A BRIDGE TOO CLOSE

A bridge in the southeast serves as a chokepoint for your mission. You must deal with the guards who defend it, as well as two jeeps full of reinforcements. You're under a time pressure to complete the first objective. Two minutes into the game, two of Priego's men will find the top-secret information unless you stop them.

TIP

Switch to night vision for any dark mission like "Rapid Python." Your stealth factor increases because you can spot your adversaries' heat signatures, but they can't see yours.

MAP LOCATION #1



The insertion zone starts you in the river. Switch to night vision and get ready to rock and roll.

Flick on night vision and grab your sniper. For the first part of this mission, the sniper will do the shooting.

Run from the river, through a windy rock passage, and onto a hilltop overlooking the valley. Be careful as you exit the rock passage near map location #2. You're in enemy territory.

MAP LOCATION #2



Enemy patrols start at the top of the tunnel leading up from the river.

TIP

Don't forget your specialists. Henry Ramirez and his MP5-SD can prove invaluable on this mission, when a stealth kill allows you to delve deeper into enemy territory without reinforcements raining on you.

As you emerge from the rock formation, look left, at the hill's northern section. Two soldiers patrol here. Their death could alert the soldiers on the road below. If you brought specialist Henry Ramirez, and he's armed with the MP5-SD, you can prevent that. The MP5-SD shoots silenced auto fire. It's an awesome weapon that'll make mincemeat out of the lone guard without stirring even the crickets.



Two guards wander the hilltop near the river. Take them out as close as you can to your position at location #2 so the noise doesn't alert the other guards below.

If you don't have Ramirez, don't fret. You can still use your sniper. Wait until the guard is as close as possible to you as you hide in the grass. Hopefully, those below will not hear a thing. Even if they do, you have time to crest the nearby hillock and lay waste to them.

MAP LOCATION #3

A two-man patrol watches the road below the hill. From



your position in the weeds, pelt them. If you miss, don't get up and move. They'll have trouble spotting where the initial shots came from, and you'll get another chance to finish the deal.

After the first guard, head northeast toward a higher hillock that will give you the best vantage point for surveying the road. Two guards walk these grounds. If they heard the gunshot that killed their partner, they may be on their way up the hill, using trees as cover to get close. If not, they're easy pickings. As with the first guard, the only danger is that their deaths will alert the bridge guards.

MAP LOCATION #4



Two guards, at either side of the bridge, peer out. Remove them so you can concentrate on the more important targets.

To zoom in on the bridge, climb down the hill and put yourself on an even level with the bridge (too much tree coverage prevents a good shot from up top). Two guards flank the bridge and will be your first victims here, because they're the closest.



Don't take your eyes off the northwest road for long. Two jeeps are on their way as reinforcements.

After they fall, glance northwest. Eventually, two jeeps—each manned by a driver and support troop—will reinforce this bridge from their position up in the northwest map corner. It takes time for them to get down here, but you don't want them to catch you crossing the road when they show up.

TIP

Sometimes you can hear the jeeps' engines before you spot the headlights. Go prone and fire on the jeep gunner before he shreds you.



Two of Priego's men search for the intelligence information on the bridge's other side. Stop them, even if it means rushing the bridge and engaging in close combat.

The biggest danger in this area comes from two innocent-looking guards. When the game starts, two of Priego's men are on a two-minute timer. After the timer expires, these two men walk south. They start north of the bridge, and it only takes them a minute to reach the end of the south road where the intelligence is (objective #1). You must kill them before this point or you lose. Settle down at location #4 and take a look. Your sniper will spot them at the scope's range. It's easiest to pick them off with the sniper, but if need be, advance up to location #5 for a better shot or to the other side if that's what it takes to bring them down.

MAP LOCATION #5



Check the bridge for survivors. Some guards may lie prone to either side, and you won't spot them until you're crouched on the bridge.

Depending on how much fighting has gone down, the guards may or may not be dead. At location #5, search the bridge for lingering bad guys. At the battle's start, two pairs of guards defend the bridge's north, one pair shoots from the south end, and another pair combs the woods to the southeast looking for the intelligence information. They won't find it, but they will join the fight if they think they have a nice opening. If they are quiet, proceed to location #6.

MAP LOCATION #6

Head down the south road to retrieve the top-secret intelligence. Look for a package lying in the woods.





Head south down the road to retrieve the top-secret intelligence and complete objective #1. Scour the woods and you see a package lying on the ground. Approach that and the objective message pops up.

TIP

Whenever you have multiple targets to take out at the same time, make sure the fire arcs of your fireteam are pointing in that direction. In the seconds before return fire strikes, you want a volley of bullets hitting the original targets.

MAP LOCATION #7



On your way back from objective #1, watch that the two reinforcement jeeps haven't arrived. If they have, go with either a sniper at long range or a rifleman's grenade launcher.

Return to the bridge. If you haven't dealt with the jeep reinforcements, they'll park on the bridge here. It can be quite a fight, so attack them from the trees south of the bridge. If any of the enemies stay in the jeep, leave them be for the time being—they won't get a decent shot at you. The ones outside the vehicles can lay a hurting, so beat them to the punch. When you have idling vehicles, advance to location #8.

THE RESCUE

Priego's men have Ordonez, and they plan on delivering him to a big tank for safekeeping. You must hurry to intercept before the exchange can take place, or else Ordonez is dead and you've failed.

TIP

While there was a time limit for fetching the intelligence information around objective #1, there isn't one so stringent on Ordonez's rescue. The time limit for Ordonez won't start counting down until you enter the top third of

MAP LOCATION #8

Enemies on opposite ends of a woodpile make for a difficult shot. When you unleash on the first, the second will return fire.



You can bring Bravo Team down now. The reason we've kept them at the river so long? You don't want the A.I. handling them when those jeep reinforcements show up. If they position themselves wrong, the jeeps will kill all three team members. Now you can set them up on the bridge. No enemy patrols will be able to sneak up on you now. If you're carrying only one demo expert on this mission, that soldier should be in Bravo avoiding combat, waiting for the big time later when we engage the tank.

From location #8 on the road, your sniper will notice two enemies ahead on either end of a woodpile. Be quick and you've got them both. When you open up on one, the second returns fire, so a quick draw means no friendly casualties. A third hides behind them, so don't turn your back on the woodpile until you count three dead bodies.

MAP LOCATION #9



Two enemies north of location #10 drop into view for a short while as you camp at location #9. Snipe them before they can warn others.

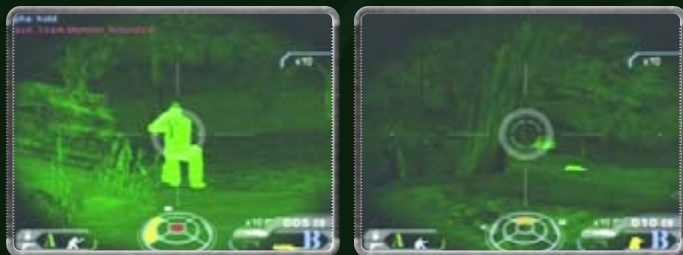
Two more enemies guard the pass to your northwest. Wait for them to investigate the gunfire and they won't stand a chance. If any of them escape, speed up your rescue and beeline for Ordonez. You don't want advance warning hitting his prison team, or they could have him under wraps before you arrive.

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MAP LOCATION #10



Hearing the noise of your recent gunfight, two guards come up from the bridge to the west. Before they can investigate far, plant them in the ground.

It's a repeat performance at location #10. Two curious enemies leave their posts at the central bridge to find out what the shooting is about. Let them know firsthand.

TIP

This mission does not require you to kill all the enemies. If an area gives you trouble, or you fear time is running out to save Ordenez, abandon the fight and concentrate on the mission objectives.

MAP LOCATIONS #11, #12, & #13



There's not much to see through the middle of the board. Make the best time you can to reach Ordenez.

If ever there was an easy part of a mission, it's these three locations. The closest you'll come to hostile movement is a scared rabbit darting through the brush. Proceed with a few glances to make sure an enemy hasn't veered from his post.

MAP LOCATION #14

No matter how fast you run to objective #2, Ordenez will be heading toward the BMP tank.



After you cross into the top third of the map (about where the road runs to the northern bridge), Ordenez's prison guards will force him toward the tank by the northern bridge. You can't let him get into that tank or the mission ends.

If you're fortunate enough to reach location #14 with all five of Ordenez's guards in view, drop and let your sniper have at them. Don't hit Ordenez with a misfire or that ends the mission, too. Before you charge after Ordenez, call Bravo up to the fun. It'll take them a minute or so to reach your location, but you'll need them for extra support and the demo expert's rockets.

MAP LOCATION #15



Gun down the soldiers around Ordenez, but don't hit him or the mission is over. Ordenez will go prone during the shooting, so keep zinging over his head until the guards can't return fire.

CAUTION

Ordenez shows up whiter than his guards in night-vision mode. Don't shoot him by accident or the mission ends.

Ordenez will be on the move. Run to location #15, drop prone, and start firing. Besides Ordenez's immediate guards, three more guards around the BMP join in the fireworks. One of those guards smartens up and tries to flank you from the trees to the north. Keep an eye on him while you reenact "Custer's Last Stand" for the tank enemies.



Don't let Ordenez's guards breathe for an instant or they'll shoot their hostage.



MAP LOCATION #16



Enemies try to flank you from the north side. Don't let them get close.

Advance farther to location #16. With Ordonez's prison guards dead, you don't have a time pressure any more. Climb slowly up the hill to get a better angle on the remaining guards around this end of the bridge.



You can't take out the tank with your sniper.

Switch to your demolitions expert when the coast is clear. Line up a shot on the BMP and say good-bye to the FDG regional commander. In the explosion's aftermath, have your demo expert or the Bravo rifleman make contact with Ordonez to secure him under your control. Advance Alpha up to the bridge and have a look around.



In the midst of the chaos, your demo expert should launch a missile to destroy the BMP before it retreats over the bridge.

ESCORT SERVICE

Rescuing Ordonez was the first step. You have to escort him to the extraction zone. Several snipers and armed guards will have a say about that.

TIP

When you have a civilian in tow, link him to the team that will see less action. The fewer bullets fired in the civilian's direction, the better.

MAP LOCATION #17



More guards at the bridge, this time on the western side. Show them how it's done.

The guards aren't done with this bridge. Even with that damage, a few of them linger on the western slope. Dance back and forth between the bridge walls and pick off the last few guards.



There's confusion going on with bullets flying and tanks blowing up. Some of Priego's men might come at you from the trees.

Watch the woods for any stray guards. Your night vision works wonders here. It's hard for an enemy to hide behind trees. If even a part of him is exposed, the night vision will pick it up.

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You may have to weave back and forth between the bridge walls to pick off the soldiers hiding on the other side.

MAP LOCATION #18

You have Ordonez with you now. Be careful that no enemies surprise you. One grenade or stray bullet could kill Ordonez.



On the bridge's far side, set Bravo Team on permanent rear guard. They will follow Alpha at a safe distance so nothing happens to Ordonez. Double-check to make sure Ordonez has been following one of your soldiers. If not, head back and touch him.

MAP LOCATION #19



On the bridge's western side, a nasty sniper will mow you down if you advance without first checking the cliff above you.

All that remains is a short trip to the extraction zone, but it's not without its peril. A sniper (and his back-up) sits on a plateau to your right. Scour the cliff edges with your sniper until you snoop him out. Don't continue past location #19 until the sniper has been offed by your sniper. Six green berets around Ordonez won't matter to that enemy sniper.

CAUTION

The most dangerous enemy on the map rests up on the plateau west of the northern bridge. If you advance south without downing him first, you will lose one or two members, if not a full team.

MAP LOCATION #20



A three-man team patrols the route you're taking to the extraction zone. Scope them out before you pass the sniper plateau. Finish them.

Location #20 is a two-pronged attack. Your first priority is a three-man team that runs north-south through the route you're taking to the extraction zone. Spot them before moving your teams through the area. Your sniper may be able to take them down, or else you can send Alpha through the trees on a flanking run to drop them from the side. Ordonez sits tight until this is accomplished.





A second soldier waits on the sniper's plateau. To be safe, run a rifleman up there to take care of his gun. You don't want any fire from behind you on your return to the extraction zone.

To be safe, Alpha should also assault the sniper plateau. The biggest threat has been dealt with; however, a second guard waits up there. Sometimes you can head south without a bother from him. Sometimes not. Better to surprise him with a quick attack and eliminate the possibility of a problem.

MAP LOCATIONS #21 & #22

One enemy team to go. A group of two soldiers and another point scout circle the southwestern area between you and the extraction zone. The big headache: One of the guards is hand-grenade happy. He doesn't bother with a gun. He throws grenade after grenade in the hopes of blowing up Ordonez and you with him. Hang Bravo back at location #20 so there's no risk. Alpha should engage and identify the grenade lunatic first. Blast him, then run through cover to flank the remaining two. A couple of bursts will do them in.



A last party tries to intercept you. If that second guard gets to throw his grenade, the mission is finished. Don't get caught in a situation like this. Proceed slowly and use your sniper from range to keep Ordonez safe.

Call Bravo down and head south to location #22, where you link into your original route. You've come full circle, with a turncoat and top-secret info in your possession. If only all Priego's men were like this one....



MISSION 6: LIBERTY STORM

This mission ain't named "storm" for nothing. Every enemy on the map has one thing on his mind: Kill civilians on the way to killing you. Priego's men will pull out all the stops to assault the voting center you start within, and if you're not careful, more than one innocent will perish in the attempt. Somehow, you need to defend the voting center with one team while sending the second team to battle through an enemy headquarters and save three different hostages at gunpoint. How much do you get paid for these missions?



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- ✕ Special Objective

MISSION CONDITIONS

MISSION NAME: C06 Liberty Storm

LOCATION: Cienfuegos

DATE: 05/12/10

TIME: 6:45 A.M.

WEATHER: Clear

ITEM REQUIREMENTS: None

HIDDEN SPECIALIST: Buzz Gordon, Rifleman (Weapon 5, Stealth 3, Endurance 2, Leadership 6, armed with the 5.56 carbine or M4 SOCOM)

OBJECTIVES

1. Rescue Civilians
2. Defend Voting Center
3. Take Command Post
- X. No Friendly Casualties
(unlocks the hidden specialist for the next mission)



COMMAND DECISION

How hard could a voting center be to defend? Nigh impossible. With entry points at two opposite locations and 35 enemies willing to throw themselves at the building to bring you down, you're in for a dogfight. Oh, yeah, and you'll be shorthanded. While Bravo defends the voting center, Alpha has no choice but to travel the streets in search of hostages and enemy HQ.

TIP

You can't wait around in the voting center all day long. Too many enemies attack the center if they aren't engaged outside. If you sit around, eventually an enemy will slip in and let a few well-placed bullets fly.

MAP LOCATION #1



Team Bravo defends the voting center and hopes to hold out as Alpha completes its many objectives.

All looks peaceful in the voting center, right? Just one civilian and he's minding his own business voting over on the side. Who could know that dozens of bloodthirsty rebels are seconds away?

The upcoming fighting will be intense, so intense that one of your teams should stay inside the voting center at all times. Periodically throughout the mission, enemy patrols will take a stab at overrunning the premises. Your team must stop them or your second mission objective fails and you need to restart the whole thing.



The voting center's north exit appears empty, but off to the left two patrols are coming.

We're going to try to do something about it, but troops will pour through the voting center plazas, and even into the building proper. Three minutes into the mission, a jeep and its two enemies assault the southern plaza from the street along the southeastern strip of the map. Three and a half minutes into the mission, two more jeeps from up by the enemy command post (southwest map corner) drive down and attack the voting center's northern side. Without a defensive plan, these forces—plus the ones already in place around the voting center—will prove too much for all but the luckiest fireteam.

TIP

Unlike on the other missions, only a single sniper accompanies your teams this time. Keep the sniper with Alpha, to use against long-range targets and terrorists with guns pointed at the heads of hostages.

Alpha and Bravo both have a key part in your defensive plan. First, have Alpha storm out of the voting center and intercept the convoy heading down from the command post. This convoy represents 75 percent of the reinforcements. If Alpha can prevent them from penetrating the center of the map, Bravo should do fine guarding the voting center interior.



At the northwest corner of the north plaza, two enemies prepare an ambush for you. Beat them to it.

Bravo stays behind inside the voting center. Position your soldiers just in front of the one civilian (they need to protect him to keep the special objective alive). Don't drop prone. You need to move quickly if the enemies enter the center. You don't want them gaining position behind any of the tabulation machines or coming in one door while you're flat on your stomach watching the other.

With that in mind, carefully select Bravo's firing arcs from the command map. Set one soldier to watch the south door, a second to watch the north door, and the third to watch directly across the room (and able to react to either door quickly). Bravo should be armed with two support soldiers and a rifleman, or two riflemen and a supporter. For this mission alone, include just one sniper, since it's an urban conflict with limited space, and you need serious firepower to defend the voting center.



Scout out the plaza and blast any team that attacks from the alleyways.

Finally, you're ready to send Alpha on its mini-mission. Use the voting center's north exit, since it's closest to the enemy convoy you want to intercept. At the northwest corner of the plaza, two bad guys lie in wait. Shoot them over the lip of the wall or move west and clip them along the wall's side.

CAUTION

Don't drop prone in the voting center. Though it offers defensive protection, you may have to move quickly to cover both entrances or plug an incoming threat.

A second patrol walks the plaza's eastern side. You don't have to engage them now. In fact, if you get tied up setting up Bravo in the voting center, skip them so long as they can't see you. If you have a spare 30 seconds, wait for them to walk to a gap in the plaza walls and finish them off.

MAP LOCATION #2

Use the bus as a shield against the convoy about to head right toward you.



When the coast is clear in the northern plaza, run to the west. There's a street that runs east-west; it turns north and heads up to enemy HQ. You should spot a bus on the right-hand side of the street. Set up at the front end of the bus. This will be your ambush point for the convoy that's about to turn the corner up ahead.



Ambush the convoy before it can continue its attack on the voting center. Leave no one alive. Anyone you miss, your buddies back in the voting center will have to deal with.

With the bus as cover, drop prone and have your rifleman or support soldier watch for the convoy. Don't worry about a long-range shot as the convoy turns the corner; you don't want to alert them until you can take several out with a single burst. Keep your sniper in the rear; his single-shot rifle won't cut it when you have seven guys crawling all over you.

As the convoy emerges from the parked car in front of you, open up on the first jeep. Cause as much damage as possible, and hopefully the vehicle will swerve and block the whole convoy from proceeding. Jump up to a crouch and prepare for several firefights.

MAP LOCATION #3



If guards get off the jeep, you may have to advance up the street to get a better shot.

Depending on how the convoy ambush goes, you may have to move up the sidewalk to get a better angle on the scurrying guards. There are seven—two in each jeep, plus three trailing behind—so count bodies before exposing yourself to possible hidden fire.

MAP LOCATION #4



Don't enter the street by the enemy's headquarters until you've wiped out the first patrol. You won't have to wait long—they appear within seconds.



Several yards past the wrecked convoy, enter a building that cuts through to the street the enemy HQ is located. Rather than go the long way, take this shortcut and use it to ambush the two-man patrol that wanders across the front of the building. Don't rush to the HQ street until you've dealt with these enemies from the building's shadows.

TIP

Like trees on the outdoor maps, cars on the urban maps make for decent cover. Pinball back and forth from car to car as you advance up a street.

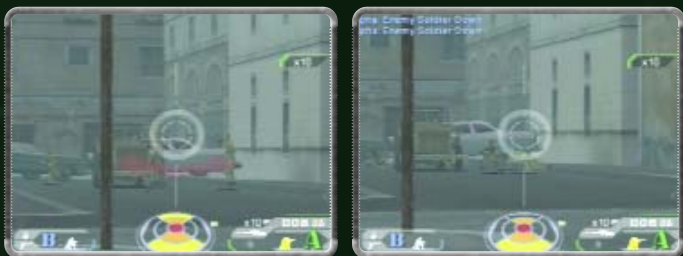
MAP LOCATION #5



A second two-man patrol on HQ street may go down easily. They're not expecting an attack with their command post right behind them.

Before you seize the command post, you have one last street team to remove from the picture. A two-man team patrols the eastern end of the street (past the command post from your vantage point). After the first enemy team falls in front of your building, slide out into the street and set your sights on the enemies down the road. You don't want them mucking up your rush on the command post. The five enemies inside there are more than a handful by themselves.

MAP LOCATION #6



Make sure you don't have another jeep team in the headquarters' street. If you stop the first jeep before it can turn the first corner, the second jeep will be trapped and waiting for you here.

Five guards secure the enemy command post. Two guards, one on either side of the south street entrance, present the first obstacle. How do you shoot one without taking a slug in the back? Use a grenade. Lob one just inside the opening and the blast radius should take care of both. Out of grenades? It'll have to be some sly work. Go prone in the street and slink toward the HQ's outer wall until you can see a sliver of the easternmost guard. Nip him, then jump to a crouch position and go after the other. He'll be ready, but you can outdraw him.

Once inside, two guards hide behind the pineapple crates to your left. The rightmost one drops prone and looks for a good shot. The leftmost one charges straight at you on a suicide run. Gun down the suicidal guard first. The prone guard shouldn't line you up if you're quick enough with his pal.



When you assault the headquarters, shoot left first at the guard by the pineapple crates.

The last guard holds a sniper rifle on the eastern entrance. If he's slow to react, he may still be on the ground and an easy kill. However, if he gets his act together, watch out for a shot in your flanks. He might not fire often, but he fires accurately.



The last HQ guards chat in the back of the yard.

As the fifth guard collapses, the enemy command post falls under your control. It took a bit of effort, but now you have a mission objective under your belt.

HOSTAGE NEGOTIATIONS

While the voting center holds, Alpha continues to race around the map searching for three hostages. Angry terrorists with loaded guns don't make for a good scene, so rescue these hostages now before a bullet winds up lodged in gray matter.

MAP LOCATION #7



Double back to the voting center and help Bravo deal with any enemies around the building.

The command post should now be a bunch of shot-up pineapples; no more enemy intelligence. Double back on Alpha's route and see if Bravo needs any help at the voting center. If you have time, do a quick recon around the building, eliminating any enemy patrols that might have an urge to vote.



No doubt three minutes have passed during your seizure of the command post. That means an extra jeep has pulled up outside the voting center and will have to be cleaned up before you can proceed out the south exit.

Enter the voting center at the north end and come out the south end. A sniper lurks in the building directly across the plaza. If you can find him, snipe him first. If not, try to escape with no interaction and head for the first civilian hostage.

Bodies will pile up in the street.



MAP LOCATION #8



This back alley cuts down on your exposure as you close on the first hostage building, but you still have to have your guard up.

Cut through the back alleys to reach the first hostage building, down in the southwest part of town. It's unlikely you'll meet with any patrols, so you can relax. Switch to your rifleman if you haven't already done so. He's the best soldier for a room-to-room search.

CAUTION

It's not wise to have a support soldier try to rescue hostages. You want precision marksmanship with civilian lives at stake.

MAP LOCATION #9

The guard holding the unfortunate hostage stands at the base of the stairs. He'll shoot on sight, so it's one of those "rush in and take no prisoners" moves. Turn the corner and spray a burst right at his gut. You don't want prolonged firefights in close quarters—that's begging for casualties.



A terrorist holds the first hostage inside this house.

However, you can't go crazy. When you round the corner, your enemy might be directly in front of your hostage. Spray the wrong guy and the mission ends. In times like these, shoot for the shoulder or leg. If you don't outright kill the terrorist, you will wound him and probably spin him away from the hostage. Once the terrorist is clear of the hostage, feel free to let loose.



With a hostage in the background, your rifleman needs to dispose of the terrorist very carefully.

Secure the hostage with your sniper (that way you keep him in the rear and out of direct harm, for the most part). The mission objective doesn't pop up at this stage—this hostage is the first of three you must rescue to fulfill objective #1.

STREET JUSTICE

With one hostage secured, you have two more to bring home safely. Both are on the eastern street, one guarded by two thugs and the other by a nasty-tempered one. Dole out punishment one by one, and you'll eventually bring the hostages home to their families.

MAP LOCATION #10

Sleek, futuristic model or a retro-classic? The red car marks the street you'll take back to the voting center plaza.



It's time to head back to home base. Same deal as before: As you pass by the voting center, look for prowling enemies and wipe them out so Bravo doesn't have to. Reload and, for a change of pace, let your support soldier take point for a while.



MAP LOCATION #11



The jeep from the southeast quadrant of the map parks in the southeast corner of the voting center plaza. Surprise the two guards from the west.



It's possible that you've dealt with the jeep at the south plaza, or maybe you just ignored it in all the chaos. That's okay. It's time to put it on your action list now.

Approach from the west and place the nearby columns between you and your antagonists. It's easy to sneak up on the unsuspecting patrol this way, and the gaps in the columns offer great hit-and-run possibilities. Watch that one of the enemies doesn't hide behind the jeep. You might think there's just one driver, but there should be another armed flunky somewhere around the vehicle.

TIP

Each time Alpha passes the voting center, call for a perimeter search. Clearing up the new bad guys can only help Bravo hold the fort.

MAP LOCATION #12



Zero in on the lone watchman patrolling between you and the next set of hostage guards.

The second hostage has been taken at gunpoint right out in the middle of the street (at the corner of the main street heading east from the voting center). Before you get there, you have two separate enemies to remove. First, a lone gunman walks the road ahead of you. Sneak up on him, using cars as cover, and drop him with your sniper at range or your rifleman up close.



As you head toward the second hostage, watch out for a building to the north. A sniper sits in the balcony and will aerate you given a second or two.

Be careful not to pass the intersection with the street heading north. An enemy sniper waits in the balcony at the end of that road and has no trouble zooming in on your team as you pass. Ideally, hit the lone gunman at a distance, then inch up and sight the enemy sniper with your sniper. If you don't have a sniper of your own, make a run for it with cars as barricades.

MAP LOCATION #13



Two enemies surround the helpless civilian at the street corner. Take out the angry one first; he's more trigger-happy.

It's another terrorist training exercise. Can you kill both guards without a single bullet striking the civilian? Let's hope so. Shoot the angry guard first, then hit the second guard as he runs for cover. If you let him return fire, the civilian will get mowed down as he lies in the street between you.

MAP LOCATION #14



Drop down behind the protective cover of the street cars and secure the second hostage.

North of the second hostage, your last enemy patrol scours the streets for infidels like yourself. Oblige them with a clip or two, and stand your ground until they've been marked in red on your command map. There are lots of cars, so return fire should be easy to dodge.



The last street patrol lies north of the second hostage.

MAP LOCATION #15

The last hostage kneels on a balcony in this building—at gunpoint, of course.



Comb the area at the top of the street for stray patrols. None should directly intersect you, but you never know when one might notice you at a distance. When all is quiet, lock on to the balcony scene with your sniper. It's gloomy up there, so you may need night vision again.



TIP

Even after you rescue the last hostage, the mission may not end. If there are any enemy patrols on their way to attack the voting center, you'll have to track them down to finish your second objective.

The last terrorist holds a gun to the head of the third hostage. You have one shot, and one shot only. Make it a head shot so the kill is instantaneous. Your sniper is your only chance. If you miss, your team can't race to the second floor fast enough. Even if they could, the balcony poses a serious problem—it's small, with little access, and the terrorist will have time to shoot you or the hostage.



Up on the last balcony, the terrorist looks like he's about to use his pistol. Creep up to the blue car and take steady aim. You only have a single bullet to do the deed.

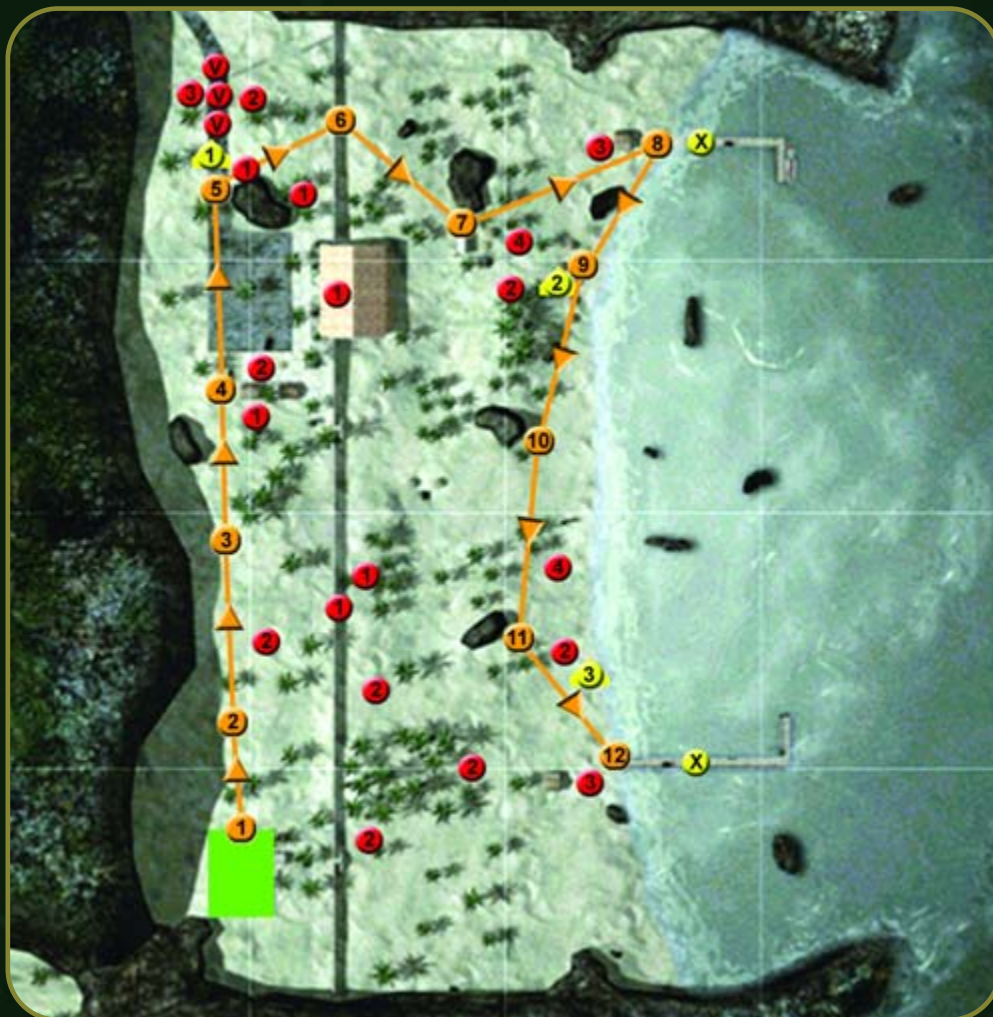


Rescue the third hostage to finally complete your first mission objective.



MISSION 7: OCEAN FORGE

The election results are in, and Priego comes up short. Sore loser that he is, Priego has asked his bosses to throw more troops his direction to seize the country by force. Rather than throw an army in the way to block these reinforcements, the government has sent you. Blow up the vehicles Priego's men plan to escape with, then take on a small army on the beaches. With your spare time, assault a manned automatic grenade launcher and steal sensitive materials that have fallen into enemy hands. When you're done, you can get a suntan.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- X Special Objective

MISSION CONDITIONS

MISSION NAME: C07 Ocean Forge

LOCATION: Near Dimas

DATE: 05/19/10

TIME: 6:45 A.M.

WEATHER: Cloudy

ITEM REQUIREMENTS: M136 Rocket Launcher

HIDDEN SPECIALIST: None

OBJECTIVES

1. Disable Vehicle Column
2. Clear Beach
3. Seize AGS
- X. Seize Materials



ESCAPE VELOCITY

From the second you hit the drop zone, start hoofing it up the beach. Time is of the essence, as the enemy troops plan on hopping on their vehicles at the north end and escaping in a matter of minutes. You've got to do more than slash their tires; you've got to obliterate every last scrap of metal.

CAUTION

You have approximately three minutes from the start of the mission to stop the vehicle column. Fail to put up a fight and Priego's men drive off to victory.

MAP LOCATION #1



How convenient. You start out of sight behind this Christmas-colored shack.

The insertion zone starts you at the south end of the beach. Of course, you need to reach the beach's north end pronto. Three minutes from now, Priego's vehicle column leaves on a one-way trip to "game over." You must advance steadily up the map and adeptly pick off those who would stop you. If a ranged firefight isn't going smoothly, switch to your rifleman and think "hit and run." Dart from cover to cover—palm tree to dune to building—and shell enemies on the all-out run. You can't blow your chance at the vehicles.

MAP LOCATION #2



First contact is with a two-man patrol about halfway up to the beach resort. Your sniper at range handles them nicely.

The first patrol circles the dunes between the insertion zone and the beach resort. You can catch them out in the open. However, when you fire, they'll scatter for the nearest palm tree or large dune. No other enemies will trigger at this point, so gun them down one at a time without fear of a counterattack.

Keep your eyes on the wall running along your eastern flank. Several sections have steps leading down to the beach below, and enemies attack unexpectedly.



Once you're on the move again, glance over at the eastern wall every once in a while. An enemy may pop up to cause you grief. So long as you're aware of the stair locations, you won't fall prey to a sneak attack. Also, as tempting as it is to follow an enemy down those stairs, resist the urge. You have a schedule to keep up here on the top level, and the "lone" enemy might lead you into an ambush with a whole lot more guns than you're prepared for.

TIP

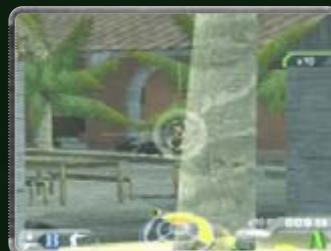
Visibility is excellent on this map. Your sniper's effectiveness increases that much more for the mission.

MAP LOCATION #3



One guard inspects the buildings south of the resort's parking lot. As soon as you see him, drop prone and nail him with the sniper.

A single guard stands between you and the beach resort now. Wait for him to lap around the back of the buildings to the south of the parking lot. Out of sight of the others, eliminate him with the sniper and move on.



A guard lies in wait at the corner of the parking lot buildings. Notice the other guard in the distance patrolling the enemy column.

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From location #3, look along the northwest corner of the closest building. You should be able to identify an enemy soldier, or at least his gun shoulder. Pick him off so you can move up to that position next.

MAP LOCATION #4



Watch out for a final enemy behind the buildings. He likes to sneak around the corner and slug you.

The guard you just killed has a partner on the opposite corner. As you arrive at the dead guard's position, peek around the corner and unload on the second enemy. A single, three-shot burst from your rifleman should do the trick. Most of the time, the guard watches the building for an eastern approach, so he'll be surprised to see you sitting on his doorstep.

CAUTION

A single guard walks the beach resort's perimeter. You never know when he'll show up and change the fight odds.

A third guard lies right next to the palm tree in the parking lot. Depending on your movement pattern, you may have to wing him first, before you challenge the guard at the corner. As long as you're not risking return fire at this stage, go with whatever works.



When you're ready to cross the parking lot, watch out for the assassin inside the resort.

Don't cross the parking lot yet. A single sniper bunkers down inside the resort behind the front desk. The first Ghost to cross bites it. When you're ready, your sniper should out-duel him. Don't shoot low or you'll sink a bullet into the desk instead. It's got to be a heart or head shot, and one bullet there should finish him. Don't worry about him right now, however; you have more work to do before you move on to map location #5.



Your first sniper shot on the vehicle column will alert the other enemies in the vicinity.

Drop prone and line up a shot on the enemy column with your sniper. You want to kill the guard you've set your sights on, but more importantly, you want to alert every guard in the area.



Prepare for a large battle against the vehicle guards.

Why are you dispensing with the stealth mantra? Simple. The alerted guard will naturally move to protect the vehicle column. While they're gathered together in one cluster, your rifleman can lob a grenade into their midst. It's possible to kill as many as five guards with a single explosion.

TIP

It's helpful to enlist a demo expert with an M136 on this mission. One rocket can shatter the vehicle column, and a second can smash the AGS down on the beach.

MAP LOCATION #5

Snoop around the destroyed vehicle column and hunt down possible survivors.





At this point, the vehicle column should be disabled. If a firefight is taking too long, especially if you see the vehicles' tires start to roll, call in drastic measures. Arm your demo expert with a rocket and let it loose on the front vehicle. If that doesn't finish the convoy, I don't know what will.



When all are dead at the vehicles, turn your attention to the steps leading down to the beach. This is where you play "shoots and ladders" with the beach enemies.

Advance to location #5 (after you've dealt with the sniper in the resort—you didn't forget about him, did you?). Take a quick sweep of the vehicle column and put any survivors out of their misery. This may sound harsh, but I've had limping enemies manage to shoot me when I decided to be merciful.

CAUTION

Downed enemies, even limping ones, can't just be left for a clean-up crew. So long as they still have guns, they're fair game. It'd be a shame if a wounded enemy decided to kill you.

Watch for enemies looking to slip through the secret northern passage. You don't want any foes getting up on the road behind you.



With the vehicles out of commission, turn east toward the stone stairs that descend to the beach. It's from here that you'll take on the vast force spilling onto the beaches. Note that there's a second stairway all the way to the north. Enemies seldom run all the way up there, but if they do, catch them before they can flank you from behind.

BEACH BOYS

A second wave of troops hits the beach after you destroy the vehicle column. Close to 20 in all will pound the sand looking for blood. Provided it's theirs, you should have no problem with their assault.

TIP

Don't be afraid to retreat in the beach battle. It may take more than one assault to down all 20 enemies.

MAP LOCATION #6



At the base of the stairs, zero in on enemy beach positions.

You're on the stairs now. Head down the south side and jam yourself against the stone edge. The more protection, the better. You want a good view of the surrounding beach without exposing too much of yourself. When the fighting begins, your sniper should gun down as many as possible. The enemy will close, so when you feel it's too hot an area—when you hear a lot of bullets pinging off the stone around you, that's a good indication—retreat up the stairs and come down the other side on the west. Take up a new angle on the advancing bad guys and trim the fat some more.

TIP

With upper and lower levels and many different staircases, this map always offers an avenue of retreat. When the resistance gets too fierce, regroup and choose an alternate entry point for a new fight.



Directly to the east, down on the beach, three enemies safeguard the first set of materials on the dock.

Running from side to side, east to west and back again, keeps the enemy guessing and prevents a grenade from locking on (unless they guess correctly). Remember, you don't have to stay put. You have the option of advancing to location #7 at any point—maybe to snipe a single troublesome enemy during a lull—or retreating back up to the top level. You can regroup and attack from another stairwell if necessary.

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One excellent regrouping area is the rock by the destroyed vehicle column. The enemy has to come all the way around from one of the stair locations or walk out onto the parking lot in full view. When you have reloaded and have a new game plan, the rock offers you four possible routes—the seldom-used northern staircase, the staircase you just came from (not recommended), and the two staircases on either side of the resort (probably the best option, depending on what resistance remains).



After your first sniper shot, the beach enemies will advance—sometimes all at once—in the hopes of killing you or driving you back to the upper level.

When all immediate threats have been neutralized, continue on the route to location #7 and beyond. If you have time, count bodies in the sand. This will help you identify the enemy teams you've split apart or completely annihilated. If an enemy team still seems on the loose, stay on red alert. Your adversaries may have relocated, but you never know when they're going to jump out from a rock or doorway.

MAP LOCATION #7



Take as many beach bums with you as you can before you retreat to the stairs again.

From location #7, your sniper can sweep the entire northern half of the island. Your goal here is to clean up any stragglers—enemies who might join other groups or harass you when you engage with a larger force. By eliminating the entire northern force, you don't have to worry about a backstab when you head south.

Finally, it's time to call in Bravo. It's been a one-team show up to this point, mostly due to the speed with which you had to accomplish the first part of the mission. Now you can set Bravo to fire south and cover your western flank from nasty surprises. As you proceed south, Bravo should follow shortly behind.

MAP LOCATION #8

TIP

With so little cover on beach terrain, take advantage of the big rocks and palm trees. They're worth their weight in gold.

When the last guard on the northern half of the beach falls, you're free to run up on the dock and grab the first half of the materials to complete the special objective. The second half lies behind the automatic grenade system to the south.



The materials for the first half of your special objective rest on the docks to the northeast. Simply run up on the dock and touch the package there to trigger the first half of the objective. While there, set up your sniper to scope out the south beach area. From that angle, you should see a few things impossible to view from the sand dunes.

SANDSTORM

Action could come from any direction. March your way down the beach and quiet any resistance. Aside from the powerful automatic grenade launcher, you've been in this situation before.

MAP LOCATION #9



Another group emerges from the beach house to mess with you. Don't they ever learn?

TIP

After the initial time crunch to destroy the vehicle column, you have no time pressure to complete the rest of the mission. When you're set up at the beach's better defensive positions, don't leave them until you've taken a few enemies down. Let them come to you for a change.



A four-man team, usually split into twos, starts at the very bottom of the south beach and slowly works its way up to the north end. You will probably run into those forces here. Survey the trees and rocky outcroppings from location #9 and give it a minute or two. You'll be rewarded if a group or two show up and you can pop them without a fight.

MAP LOCATION #10



Three separate enemy groups fan out around the AGS and the second materials dock. You will have to fire on them one by one.

Along the rock at location #10, things heat up. Three separate enemy groups roam around the AGS in a vague triangle. Each enemy group can see the others, so when you blast one, the other two teams will fan out and try to flank you. Some soldiers will even creep in, trying to make it easier to land a grenade in your pocket.



Fire on one enemy group, but don't lose sight of the other groups or they'll creep up on you—and they won't be delivering a group hug.

It's really a matter of first come, first serve. The closest enemy group takes the first bullet, and you have to bounce back and forth between all three to see who has the best shot at you (usually the closest squad). Your sniper will do most of the work, but switch to a rifleman or support soldier if multiple enemies get in close.



Stay hidden by location #10's rock and let the enemy come to you. With no cover on the open beach, it shouldn't be much of a task to serve them a little steel.

TIP

When an enemy charges at you, it's natural to panic and try to shoot quickly. There's no need. The ones that charge forgo shooting, and you actually have more time to deal with them than with an enemy thinking about return fire.

As far as tactics go, the enemy group on your right likes to stay wide and fire wildly in the hopes of getting lucky. The enemies front and center prefer the old-fashioned bayonet approach—run straight at you and, presumably, make you eat the barrel. You can let them get in closer than the left group, since they rarely fire until you can see the color of their irises. The leftmost enemies hide in cover and return sustained fire. These guys are the most dangerous. All things considered, eliminate them first if you can.

MAP LOCATION #11

A two-man patrol falls with several quick shots from your rock shelter at location #11.



The two back patrols—a two-man patrol along the wall and a three-man patrol near the water below the dock—will join the party. There's no one else to protect the AGS, after all. You should have more cover against the two-man team, so concentrate your initial fire on the three enemies ahead of you.

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An incoming three-man patrol? No problem for a rifleman with plenty of cover and bullets.

Any remaining enemies will slowly make their way down to the south beach. Some that you may have missed (such as the resort's perimeter guard or a guard or two that showed up at the vehicle column party fashionably late) could prove troublesome if left unchecked. Check your threat indicator at intervals to make sure the orange compass lights are pointing only at the AGS. If not, remove the new enemy threat before attempting the AGS. If not, remove the new enemy threat before attempting the AGS.

CAUTION

You thought dodging one grenade was tough? Try avoiding rapid-fire explosives from the AGS on the south beach.



The dreaded AGS and its two operators.

Ideally, you want no enemy movement when you assault the AGS. It's hard enough with just two guys whose exact position you know. More enemies will almost always cause a team member to go down.

Tackle the AGS by nestling against the rock and sniping at the gunner. Once he falls, your problems are over. One miss, though, and it's serious artillery jammed down your throat.



Snipe the first AGS guard and pick off the second as he runs for cover across the open beach.



The AGS launches multiple grenades in a single burst. The shock from this blast will sound like you're underwater for a full minute. The explosion rocks the whole screen and the smoke can be thick enough to disorient you for several seconds. If only you could have a weapon like this on your side.

The surest method of attack might be a dose of their own medicine: a hand grenade rolled to their feet. Again, pry the gunner away from those AGS controls and you have a two-second fight on your hands. Without grenades, use your peek skill to line up a shot and stay steady. Whether or not you hit, duck back behind the rock if you favor your forehead.

MAP LOCATION #12



The second dock holds the other half of the materials you seek for the special objective.

TIP

Should the AGS fall first, don't be shy. Jump in and pepper the beach with mini-bombs for any new aggressors.

Eventually, the two AGS guards will fall. They're outnumbered and out-skilled. The bigger gun can't hold you back for too long. Move in and grab the second half of the materials off the dock.

Priego's last attempt at military rule has been crushed. All you need to do now is fish that coward out of his fortress in the mountains. Maybe you can haul the AGS along for backup?



MISSION 8: RIGHTEOUS ARCHER

Priego's come to the end of the line. The elections are over, his Colombian drug lord friends have cut him off, and all that's left is his fortress in the Sierra de los Organos. The fortress, however, is loaded with two dozen enemies and a full-fledged tank. Weather conditions as crappy as they are, an air strike has been ruled out. It's up to you to drag Priego out from under his rock. And no shooting him—you don't want to make a martyr out of a madman.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- ✱ Special Objective

MISSION CONDITIONS

MISSION NAME: C08 Righteous Archer

LOCATION: Sierra de los Organos

DATE: 06/06/10

TIME: 8:20 P.M.

WEATHER: Rain

ITEM REQUIREMENTS: M136 Rocket Launcher

HIDDEN SPECIALIST: None

OBJECTIVES

1. Capture Priego

FRAG THE BIRDIE

Priego has an escape plan: an M18-Hip helicopter on the hidden helipad to the southeast. Meeting up with the first guard within the fortress grounds triggers Priego's escape. He will either run out the back entrance or use a secret tunnel to hook up with his contingency plan. With less than two minutes to find Priego once the alarm sounds, you don't have a prayer of completing the mission. A much better idea: Destroy the birdie before it can fly.

TIP

You must destroy Priego's secret helicopter first. He will escape if you leave the chopper operational, no matter how fast you are at dispatching his guards and closing in on his hideout.

MAP LOCATION #1



Rain and near-night conditions make for poor visibility and enemy attacks from anywhere.

The weather will be a factor. Rain and dusk-like conditions make it difficult to see enemies at a distance, and they're liable to sneak up close before you realize. For the first mission objective (blowing up the birdie), it is important that Alpha and Bravo cover each other as you descend to the helipad. There aren't many enemies, but they can be very deadly.

MAP LOCATION #2



In one of the most difficult shots in the game, your sniper must hit an AGS guard in a bunker, on top of a mountain, in the howling wind, through the ferocious rain, with a single bullet.

You'll never see the first enemy encounter unless told about it. Way up high on the northeast plateau, a guard points the muzzle of an AGS down on the road. If you move too close to the road's bend, it'll be Armageddon—grenades pelting everywhere. Your team won't survive the fireworks.

Instead of that scenario, sneak your sniper along the northern cliffs and sight the AGS guard out. Yes, you're in the middle of a roaring storm, but you're still going to be asked to make this shot with a single bullet. If you miss, the AGS will unleash the barrage. Mark the crosshairs on his forehead and make the shot count.

MAP LOCATION #3

Clear the road before heading down to eliminate Priego's secret escape copter.



With the AGS out of the way, the road remains relatively safe. You'll need to cross it for a short while before descending through the mountain pass to reach the helipad. Check for enemies and use the high rock formations as cover.

CAUTION

Avoid the corners of the map if you can. The guard posts stockpile heavy armaments like AGS explosives and have a bird's eye view of the surrounding countryside.

MAP LOCATION #4

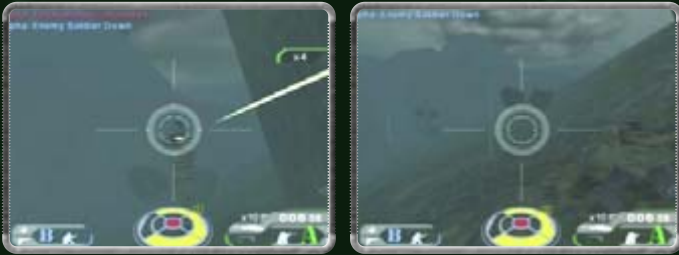


A single guard stands on the road up to Priego's fortress. Snipe him if you see him; otherwise, continue down the mountain toward the helipad.

As you head toward the mountain pass, watch to the west. A single guard patrols the road leading up to the fortress. Don't risk that route. However, depending on the guard's route, he may still spot you. If he's in sight, he has to be eliminated. You may alert the fortress guards, but if you don't shoot him, he'll alert the guards anyway. Even if you blow your covert status, you can hustle down to the chopper and prevent Priego from climbing aboard.



MAP LOCATIONS #5, #6, #7



Eliminate the two-man patrol in the mountain pass down to the helipad. The only other enemies in this area guard Priego's birdie.

Compared to other enemy-infested areas you've passed through in Cuba, the mountain pass down to the helipad should seem like a park stroll. You'll hardly break a sweat with the single two-man team that trudges through the pass. When you reach location #7, look east. A second two-man patrol combs that section of the pass. Usually, though, you can avoid fighting them altogether.

TIP

You won't encounter many guards outside the fortress. Most of them are bunkered inside the fortress walls.

MAP LOCATION #8



You emerge from the mountain pass onto a helipad equipped with a fully juiced chopper ready to go at a moment's notice.

Four guards stake out the helipad. Two man the tower off to your left. One of these (the one in the tower proper) wields a sniper rifle, so he's the most dangerous. The second is no slouch, though. He carries a machine gun. Since you should arrive unannounced, settle into the grass with your sniper and pop the tower sniper with your first shot. As the second tower guard adjusts to the sudden attack, snipe him.



Two enemies fire on you from the tower. The tower guard is a sniper, and the guard on the stairs carries heavy weaponry.

The third guard hears your firefight from the other side of the helipad. He has one thing on his mind: putting a bullet in your head. The third guard and his companion will flank out around the helicopter and shoot at you from different angles.



Two more guards defend the chopper.

Obviously, this can be a serious health hazard. While you take care of the first two guards, the third guard might take care of you. For that reason, the longer your fight goes against the tower guards—hopefully it will only be two shots—the more likely you'll have to switch to Plan B. The backup plan is simple: Send Bravo directly at the third guard while you fight the tower guards. Normally, I don't like letting the computer control a team in a potentially lethal situation, but you may have no choice if you want to prevent a single grenade from landing.



You can't destroy the helicopter with a rocket, but you can bring Bravo down to the helipad for an old-fashioned ambush.

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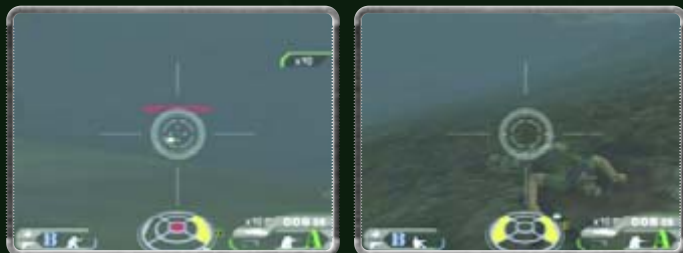
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Once all three helipad guards lay face down, call up your demo expert and load a rocket. Burst the helicopter into tiny little pieces and Priego has no choice but to accept your terms of surrender later on. Leave Bravo here in a defensive position aiming out from the guard tower base. You want them ready for when Priego flees to his chopper after your rush on the fortress. Select Alpha and hoof it toward the fortress.

ROAD RAGE

The helicopter in flames takes the time pressure off. After eliminating the escape route, you can plan a methodical attack on Priego's fortress and men. We don't want to knock on the front door; it's much better to sneak up the back road and assault from the rear. You'll have fights on the road to whet your appetite for destruction, but it's not until you're inside the fortress that the real action begins.

MAP LOCATION #9



A two-man road patrol comes right at you out of the fog. Shoot first and ask questions later.

Head west and the road takes you up to Priego's fortress. The first two enemies appear out of the fog like ghosts. Fortunately, they don't have the savvy and firepower of the real Ghosts. At range, your sniper has more accuracy than they do. Don't settle for anything short of dead enemies and a healthy, unscratched team to continue on.

CAUTION

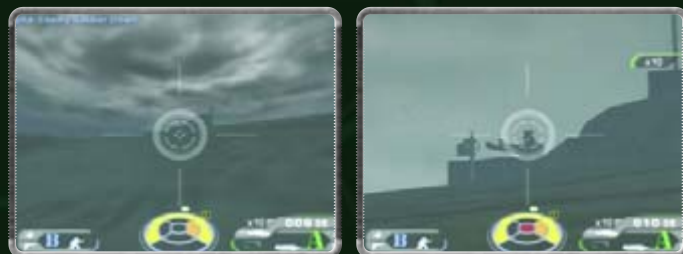
Out of the four corner fortress guards armed with .50-caliber machine guns, only the southwest guard poses a threat. He faces the road you want to advance up, so it's up to your sniper to splatter him or you could face heavy casualties.

MAP LOCATION #10



On the road up to the fortress, a second enemy team closes quickly. Your sniper might be able to take them, or switch to your rifleman for the up-close-and-personal message.

Sweep the road up to the fortress. At about where the road bends to the north, you should catch a glimpse of the second enemy patrol. If so, perform the usual sniper tricks. If not, switch to your rifleman. They may be lost in the rain and fog, and if they come upon you quickly, it's better to have the M16 ready.



Blow a kiss to the sniper at the fortress's southwest corner, courtesy of your M24.

After the last road enemies fall, switch back to the sniper and zoom in on the southwest corner of the fortress. You'll see a guard armed with a .50-caliber machine gun. He'll mow down anyone approaching the back entrance. You must remove him with your sniper to continue. At this point, the fortress might be on alert. So be it. No one said it was going to be a training exercise.

MAP LOCATION #11



The back entrance to the fortress beats the front entrance with a tank parked two inches away.

We've crept up on the fortress's back entrance for two reasons. One, if your secrecy has held, the back entrance affords you a chance to strike at Priego without wading through his entire army. Two, there's a tank parked at the front entrance. Who wants to fight a tank if they can help it?

TIP

The tank looks formidable, but you can leave it till last. Its current positioning doesn't allow it to fire inside the fortress.

Two guards wander the courtyard.





Inside the fortress, watch the east behind the administration building. Two guards loop this building and will team up with the two enemies patrolling the courtyard to cause you some grief. Shoot them and you've secured the southeast sector. You can now use this area as a safe staging ground from which to attack the rest of the fortress.

FORT HELL

There's a backdoor shortcut that could nab you Priego without much bloodshed. That's if you get lucky, though. Otherwise, you must systematically wipe out the whole fortress from top to bottom. When the resistance peters out, Priego will make a run for it. With Alpha and Bravo in the proper positions, the tyrant can't escape your grasp.

MAP LOCATION #12

Crawl along the front of the admin building until you can clip the first guard on the building steps.



You have several options for capturing Priego. First, we'll talk about the shortcut. Priego hides in the admin building (the big one directly in front of you). You can use the back door (located on the south side of the building) and go straight for him. Two guards will shoot at you from the corridor when you open the door. Deal with them by peeking around the corner with a support soldier's M249 or rolling a grenade in there (just make sure it doesn't blast Priego).

Priego paces in the room to your immediate right. His two bodyguards will defend him with their lives, so you have to kill them both without hitting Priego. For identification purposes, Priego wears a solid white suit, while his bodyguards are in camouflage. Duck back and forth, into and out of the doorway, and take them both out with a rifleman (you don't want the support soldier spraying bullets around).

TIP

If Priego is not in his administration room, he has escaped down to the helipad with his bodyguards.

Should you accomplish all this, Priego will surrender and the game will end. However, that's probably a dream. Priego has a secret tunnel he uses to cheat his way out of the fortress and down to the helipad. Like it or not, you'll probably have to wade through his guard squad and let Bravo corral him down by the helipad.

Slide out and nab the next few guards.



Assuming you go the normal route, it's time to kill a bunch of Priego guards before you lock up the man himself. From location #12 at the edge of the admin building, go prone and crawl along the ruins near the front steps. Four guards clog the admin building's front steps. You need to slip out into the courtyard just far enough to catch a piece of each soldier, drop him and move on to the next target.

After that, zoom in at the far building on the eastern wall. Two enemies hang out in front of the barracks there. Focus on each, and if you spot movement, take an enemy out. If all seems quiet, go ahead and assault the rest of the complex.

MAP LOCATION #13



Two sets of foes crowd the northern half of the fortress. Two loiter around the tank. The final two are along the fortress wall to the south, with a perfect shot at the first one through the open gate.

The fortress's northern half can't be taken lightly. Immediately crossing through the gate into the northern half, you have six enemies bearing down on you. Two enemies parked by the tank add their gun power to the fight. The last two might be worse. They line up along the southern wall (the one that divides the fortress in half) and have the perfect shot at whoever enters the northern courtyard.

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Gun for the tank guards first.

How to approach this big battle? Fearsome as the tank is, leave it till last. Its gun barrel points out the front entrance; it won't have time to rearrange its position to get a crack at you *inside* the fortress.

CAUTION

Watch out for the two guards lying in ambush along the northern courtyard's south wall. They will kill the first person to enter the fortress's top half.

Inch up to the gate between the two courtyards and set your sniper on the two tank guards. Since you don't have to expose yourself to anyone but them, fire quickly and they won't respond fast enough to do you harm.



The guards that don't hide behind the tank should go next.

Killing the first two guards should send the tank guards scurrying behind the tank for protection. That's good. You don't want them brazen and in your face.

MAP LOCATION #14

Advance slightly into the northern courtyard and aim for the far sniper. No sense in letting him get off a shot from above.



Enter the courtyard and have at it with the tank guards. Shift around to get the best angle on each enemy and take your time picking them off. When all four drop, switch your attention to the sniper in the northwest corner platform. He can't turn his machine gun on you, but who knows what other weaponry he has lying around.



Bring in Johnny Demo and let the tank eat an M136 missile at point-blank range.

It's time for the tank to become landfill. Load your demo expert with a rocket and fire away. If there were any guards still hidden behind the tank, there won't be anymore. At this point, the resistance in the northern quadrant has been routed.



Don't go anywhere near the corner shack. It's wired to explode and will set off other buildings in the complex.

A word of warning: Don't approach the shack in the southwest corner. A single enemy wires up explosives in that hut. Unless you take him out quickly, when you open the door, the shack detonates and kills anyone nearby. After that, several of the fortress buildings will be similarly wired. If you approach, for example, the building directly north of the courtyard gate, it will explode too. All can be avoided if you just leave the poor guy alone with his TNT.



Look for enemy stragglers in the debris.



Before you return to the administration building, check the northern half for hidden enemies. A straggler might try to shoot you in the back, and you might as well be sure the whole place is safe.

MAP LOCATION #15



Either the front or back door works for an assault on the admin building.

TIP

A grenade may soften up the guards in the administration building's main hallway.

You may be hitting the admin building interior for the first time or you may have tried to grab Priego earlier (see location #12). Let's assume it's for the first time. The guards on the front steps are dead. You must, however, open the front doors and deal with two guards ready to put holes in your chests. Unlock one side of the double doors, but don't rush in to a stream of bullet fire. Roll a frag through the door for a little devastation and distraction. Priego's bodyguards might bite it if they're out in the hall, or at least you'll shake them up enough so that you can dart in with your rifleman and have a better chance at escaping unwounded.



The room in the southeast corner of the administration building holds Priego—if you're lucky. He has two escape plans: the back door or, if that's blocked, an underground tunnel in his room.

Again, Priego may or may not be in the southeast room with his bodyguards. If he is, your job is to kill both bodyguards without hitting Priego. He then surrenders and the mission is a success. If he's not, Alpha's job is finished and it's Bravo's turn.

Cut down Priego's bodyguards and the coward surrenders. It's time to bring him to justice to pay for his crimes.



Bravo has been waiting patiently in the rain down by the helipad. When Priego escapes, he'll head down here. He doesn't know the chopper site is an ambush, so his only plan is to reach the helipad. Watch for his white suit from either the mountain pass (the way you came down) or, more likely, the road. Keep your squad on a tight rein. You don't want anyone killing Priego by accident.



Finally, the man himself, Priego in his immaculate white suit.

From the shadows under the tower, wait for a clean shot on the bodyguards. They all run without stopping, and we all know moving targets make for difficult shots. Hold steady and pop one, then the other. Priego will finally surrender when no one else can kill for him. With all the grief he's put the Cuban people through, it might have been nice if he had drawn a weapon on you without his guards around to defend his butt. Still, you did manage bring a despot to justice, save a country, and avert a potentially nasty global crisis—all on the anniversary of D-Day. You've done your nation proud, soldier.



MISSION 9: TOTEM GROUND

Welcome to the “crazy country.” At least, that’s what the locals call the area of Columbia that you’ve been inserted into. While U.N. peace-keeping forces are moving into the area to settle down the trouble, the Ghosts have a different assignment—chop off the head of the snake that’s feeding all this chaos in the first place. The MFLC, the Movimiento de las Fuerzas Libres Colombianas, control the rebel forces in Columbia with an influx of corrupt cash. They’ve taken a bunch of prisoners hostage—archaeologists on a dig who refused to evacuate earlier—and all you have to do is neutralize their camp and retake the hostages. Unfortunately, the enemies aren’t just out in the open—you have to navigate a complex cave system and can’t rely on your usually recon and stealth techniques.

LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- X Special Objective



MISSION CONDITIONS

MISSION NAME: J01 Totem Ground

DATE: August 01, 2010

TIME: 3:20 P.M.

LOCATION: Alta Magdalena

TERRAIN: Hills and Caves

WEATHER: Sunny

ITEM REQUIREMENTS: None

HIDDEN SPECIALIST: Gus Barber, Sniper (Weapon 3, Stealth 4, Endurance 2, Leadership 3)

OBJECTIVES

1. Secure The Enemy Camp
2. Find The Three Hostages
3. Reach The Extraction Zone Safely
- X. No Team Casualties (unlocks the hidden specialist for the next mission)



CAMP BLOODBATH

Consider your first objective, the rebel tent camp on the hill, as a warm-up exercise. The true challenge comes in the cave system under the mountain, but you can get there unless you eliminate this rebel vanguard first. Practice your sniper recon and stealth training here, since you'll have to stow it away from the better part of the mission after that.

CAUTION

Never enter an enemy camp without the proper preparation. You want to spread out your team to flank the tents from several different angles and then you a sniper at long range pick off the first enemy and start the confusion.

MAP LOCATION #1



From the insertion point on the beach, switch to your favorite weapons and head into the mission.

You begin on a beach in relative seclusion. Don't worry about enemies attacking here, so you can rearrange your fireteams however you feel most comfortable. When you're ready, switch to your Alpha sniper and send your squad due east.

Your first position lies up on the hill almost due east from the insertion zone.



You'll see a hill directly in front of you. This hill shields your insertion zone point from the main mess of bad guys in the rebel camp area, so that's why you have no early worries. Hoof it up to the top and then settle down with your sniper on recon duty.

Take care of the two guards on patrol in the valley between your first hill and the tent encampment.



Eventually, two terrorists will wander into view. They patrol the valley between your current hill and the rebel encampment. Since there's no way around them without risking a full scale alert, it's time to take them down. Wait till they're at the bottom of the valley—closer to your position—so you don't announce your presence to the enemies on the next hill.

MAP LOCATION #2



Check your in-game map for your exact position and hidden enemies (they show up as red circles).

It's good standard practice to check your in-game map before you move to each map location point. Just in case you miss any enemies visually, they may appear as red enemy circles on the map and alert you to incoming foes or hidden assassins. With only a single encounter under your belt to this point, it's prudent to be suspicious and expect more at any time.



Send Team Bravo up to the north and guard against any enemy patrols that may come from the marsh area.



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Leave Alpha up on the first hill and switch over to Team Bravo. Run them up to Alpha, then turn to the north and tackle the next hill. You can't afford to be flanked at this point, especially once you stir up all the enemies in the tent encampment. Bravo will protect your flank.

Two or three enemy patrols cross the marsh area on the other side of Bravo's hill. If you have a shot with your sniper and want to take it, go ahead. But don't engage in force. Bravo's main objective is to make sure Alpha doesn't get backdoored, and they can also serve as reinforcements in their present location. You don't want to start a war in the middle of the map and start pulling all the rebel guards from random directions.

MAP LOCATION #3



Your Alpha sniper flanks the camp and gets in position for a long-range assassination.

Ready to complete your first objective? Switch back to your Alpha sniper and head southeast from location #1. Keep as much distance as possible between you and the enemy camp. You don't want them to spot you, and you can always inch closer if you need to later on.

TIP

If you walk or crawl slow enough, you can still move with your scope at full range.

Crawl close while spying on the meandering rebels inside the camp. Move slowly and you can keep your scope at long range, which is exactly where you want it. The plan is to snipe these guys without risking a single bullet into your team. You want to slide around the area until you have a straight shot into the camp and still have cover around you. By the time the rebels figure out what's going on, they should be face down on the dirt.



The enemy won't know what hit them as you fire through cover and pick apart their defensive positions.

There are five enemies to eliminate here. Four should be easy to spot. They talk in groups of two on either side of the camp, and sometimes mill about around the campfire. The fifth enemy will be on the opposite side of the tents to your current position and will hide when the fire begins. You'll have to wait patiently for the last one to fall.

Fire through the tall grass and watch out for the pile of crates that the enemy likes to use as defensive position. The best approach is to wait until you can spot at least three of the enemies out in the open. If you're quick, you can hammer two of them before they blink.



The final terrorist will eventually come out of hiding.

The third and fourth will drop into cover position at the sides of the tent or by the crates. Depending on your location, you may still have free shots at them. If not, just slide to your right or left (don't rise to a crouch unless you have no other option) and look for a piece of shoulder or leg to clip.

When four have fallen, wait in your current position for the last enemy to arrive. He'll eventually slink into the center of camp and you can nab him. Watch the trees behind the campfire for movement—that's his favorite approach.

MAP LOCATION #4

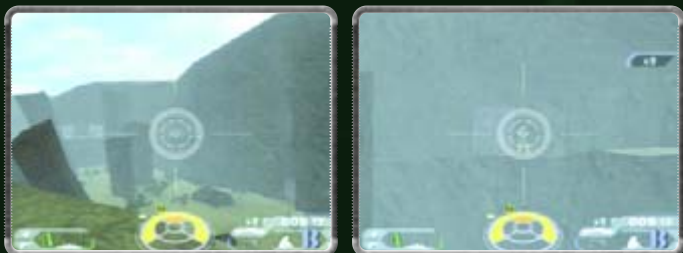


Move Alpha into the rebel camp and secure your first objective.



Once all five enemies drop around the camp, you complete the first mission objective. Send Alpha into the camp and relax. No other enemies should touch you while you sit in the middle of the camp. Wandering patrols will either sweep by beneath the cliff the encampment rests on or will walk by far to the west. It's time to get Bravo into the action.

MAP LOCATION #5



Pick off the enemy sniper on the upper ledge of the cave system.

Send Bravo's sniper northeast to the ledge behind the tent encampment. It's a great view overlooking the plains below and the mountain caves directly across. If you zoom in on the upper cave ledge, you should spot an enemy sniper.

Left unopposed that one sniper will eat your team alive when they try to enter the cave mouth below his position. In a classic sniper-on-sniper battle, Bravo's top marksman must eliminate this threat. Line up a perfect shot, because if you miss, he'll return fire and he's a good shot.

MAP LOCATION #6



Make sure the three-man patrol doesn't intercept Alpha later on.

After the enemy sniper falls, turn your attention to the north. A three-man patrol combs the plains at the base of the cave system. This patrol is another potential problem for Team Alpha when they assault the cave mouth later.

Hunt down the last patrol guard with your sniper.



Avoid the danger by facing it head-on with Bravo. Zoom in with your sniper once the patrol is out in the open. Take out two of them quickly, and then track down the third who's bound for cover. He may duck behind a boulder or hide behind a tree, but you will have a shot at him eventually. If you tire of waiting, flank out to your left and try to get a better angle.

After those four enemies are comatose, settle Bravo down on the ledge. It's a great location for picking off future enemies at range. Until objective #2 is complete, Bravo will have a lot of time hear checking out the pretty scenery.

MAP LOCATION #7



Bring Alpha down the hill to the beach again.

Back in charge of Alpha, head south down the hill from the rebel camp. On the beach, hug the cliff to your left and use it as cover along the way. The beach offers very little cover, so the cliff can shield you from any sudden attacks from the north (though you should only have to worry about one more patrol at this point).



Follow the cliff until your sniper spots the incoming three-man beach patrol.

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Watch the end of the beach for movement. Where the water splits the two hills apart, a three-man patrol likes to claim the territory as their own. You're going to offer up the hard reality—that's just not the case.



Use the beach dunes as cover.

If you can let the beach dunes be your cover. You can zoom in far with your sniper and hopefully clip the enemies when they appear just on the other side of a dune. From this position, they can't return fire and you have some free shots. The only problem might be if they duck and stay. In this case, you'll have to advance and open up as soon as both teams spot each other.

When the three kick the bucket, advance on the position and turn your attention north. There's a cave mouth entrance just up ahead that will lead us to the hostages.

MAP LOCATION #8

Advance on the enemy's position and prepare for your assault on the mountain caves.



GROUND LESS THAN ZERO

Take one room at a time in the cave system. The worst thing you can do is stir up the enemies so they come at you in different directions. Inside the tight confines of the small passages and chambers, a stray shot will usually hit you, so minimize the fighting as much as possible.

TIP

Switch to your rifleman for the majority of the cave system. Of course, that's if they're still alive by this point.

MAP LOCATION #9

The cave system entrance lies at the base of the cliff.



Head north from the three-man patrol and look for the cave entrance on the cliff face to your right. It's difficult to spot at first—look for a slightly grayer area than the surrounding darker rock.

CAUTION

You may miss cave passages if you're not careful. Look for light from other chambers (the rock will look lighter gray) to show you the way.



Switch to your rifleman before you attempt the caves.

It's time to retire the sniper for the time being. Switch to the rifleman. You'll want his quicker gun inside the close-combat cave system you're about to enter. Pull out the sniper if you can stick someone at longer range, but you can't afford the slow reload of a sniper rifle inside.

MAP LOCATION #10



Around the first bend you'll find two enemies.



Inside the caves, you don't have to wait long for some action. Around the first bend to your left, two guards hang out and talk.

Hug the wall and peek around the corner with your rifleman. Clip the first guard and then jump out while the second guard freezes in shock. Trigger off a burst fast enough and you won't have to worry about return fire shredding your uniforms.

MAP LOCATION #11



The biggest chamber in the cave system also holds the most guards.

Now you start to enter into the heart of the cave system. You have three hostages to recover in here, and the terrorists like to move them around to make recovery difficult. Most of the time, the hostages will be listed in the main chamber (map location #11), the central chamber (map location #15) and the temple area (map location #19). However, be prepared to scour the complex chamber by chamber to bring them home.



Pop the last terrorist to recover your first hostage.

From the downed entrance guards, head up the northeast passage and toward the main chamber. You'll know it right away; it's got the biggest real estate with hanging stalactites and jutting stalagmites like teeth. Three enemies will be fanned out on the ground floor, and if the prisoner is here, he'll be prone on the ground to your left.

CAUTION

Don't shoot the hostage by accident. He'll be on the ground between the second and third terrorists, so aim carefully.

Assault the two enemies closest to the passage opening. You should knock these two down before they can return fire. If not, you'll have a short firefight, so use the passage walls as cover of sorts and blast away as best you can.



Watch out for a sneak attack from a guard on the ledge.

After the first two drop, look for the third. He'll usually hide behind a stalagmite in the back. The hostage is a big juicy target lying on the ground in front of him, and the terrorist's hope is that you go for the hostage and he gets a free shot at you. Don't fall for it. You need to flank the third terrorist and deal with him before securing the hostage.

There's one last danger in the room. A ledge winds up the back to several passageways. A single enemy guard patrols these areas, and depending on when you take the main chamber, he may be on his route to guard the area. Wait for him at the base and, when he shows his ugly mug, teach him why it's not nice to grab innocent bystanders and frighten the daylights out of them.

MAP LOCATION #12



A second passage opens out onto the beach.

You could also choose to assault the main chamber from a second approach. At map location #12, a second opening spills out onto the beach. If you find the main cave entrance too difficult, you can swing in through the backdoor. This avoids the two guards at the front and parks you right into the midst of the main chamber guards. However, keep in mind that you if you leave those two front guards alone, they may come back later to haunt you as reinforcements.



MAP LOCATIONS #13 & #14



The two guards by the second hostage like to run and hide.

From the main chamber, take the ledge past the beach entrance and up to the top. When it forks, head right and up around back. You'll come into a room piled full of crates.

Sneak up on the top guards there by using the crates as cover. The first guard will be in the middle of the room and easy pickings. The second, however, will bolt at the first sign of gunfire. He will usually duck behind the corridor wall to your left and try to surprise you when continue on (he thinks he has you fooled into thinking he disappeared back down the corridor like a coward). You can clip him by heading diagonally to the second set of crates and using that angle to hit a protruding shoulder or leg.

MAP LOCATION #15

Free the female archaeologist to bring the hostage recovery total to two.



Cut across to the other side of the chamber and pick up the second hostage. She'll be here or sometimes the terrorists have her tied up in the next chamber. Either way, she'll be safely in your protection soon enough.

MAP LOCATION #16



Shoot the one guard combing the central area.

From the crate room, head southwest to the bigger chamber and take out the one guard in that area. He likes to come at you from one of the corners, so be on full alert as you cross the room. He's the last guard before the outer ledge area.

MAP LOCATION #17

If Team Bravo did their job, the enemy assassin will already be dead when you reach the outer ledge.



Follow the passages to the southwest and it will bring you outside to the assassin ledge. Earlier, Team Bravo battled the enemy sniper on this ledge, so if they did their job, he should be dead and no cause for alarm. If not, watch for him to your left as you exit the caves to the outer ledge.

MAP LOCATION #18



Two enemies patrol the meeting hall.

On the outer ledge, head right and creep up on the next room. Two guards will be walking amidst the tables and chairs of the meeting room. If they're on the far side, you can bring them down by surprising them with a barrage from the outer ledge. Once in a while, though, one of the enemies will drop down and hide behind the large rock divider on the south end of the room. In this case, shoot the enemy on the far end of the room, then continue to your left and sweep around the hidden enemy from behind.



To reach the final hostage, you must go through the two guards watching over the northern corridor.



Find the passage to the north. It's a little difficult to spot; once again, look for a lighter gray area that signifies a new passage. You're on your way to the final hostage area.

MAP LOCATION #19



The last hostage appears alone. If you step out, though, you'll feel the bite of the enemy's bullets.

The northern passage winds you up to the temple room. The peace-keeper prisoner stands in the middle of the room, apparently all alone. Of course, that's not the case. Two enemies wait in the shadows of the temple statues to pincushion the first person to step on the temple steps.



To wipe out the second guard, you may have to draw him out toward the corridor where you've set up a defensive perimeter.

Slide into the room and use the statue at the top of the stairs as cover. You want to lure the first guard into the open so that you can cut the ambush in half. Don't hit those stairs until you drop at least one of the guards.

Secure the third hostage to achieve the second mission objective.



The second guard will prove much more difficult to kill. He's got a great shot, so you may want to set up a defensive position in the corridor and drag him toward the corridor. If you can do that, you can unload on him with several guns instead of just a rifleman you control.

MAP LOCATION #20

One final enemy rests in the sarcophagus room.



Retrieve the third hostage after quieting the guards, and you've completed the second mission objective. Follow the western stairs down to the sarcophagus room. One last guard circles this room. Don't risk the hostages—leave them in the back—but you will have to dart into the room for a split second to eliminate the last cave rebel.

THE END RUN

From the maze of ruins at the archaeological dig to the finish line at the extraction point, you must safeguard the hostages. That means recon is on full alert to spot any bad guys around your moving perimeter. You don't want a single bullet fired unless it's yours taking them out one, two, three.

MAP LOCATION #21



The final cave passage leads out into the dig area.

When you proceed past the sarcophagus room, you'll run into the final cave passage. Now, you could retrace your steps and hook up with Team Bravo by the tent encampment. If you choose that avenue, then attack the archaeological dig site in force from the south. However, this will let the enemies know you're coming. From the last cave passage, there is a more subtle, and safe, approach.

Beware of hostages stepping in front of you.



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With the cave guards out of the way, you have access out into the archaeological dig. Amidst the ruins, you have three new enemies to mow down. Two will be immediate to your right outside the blown-out wall. Usually one enemy stands in the northeast corner and the other in the archway up to the archaeological tent site. The third will wait behind the north wall and lay down some bullets once you try and cross the ruins.



The three enemies at the archaeological dig hide on the northern edge of the ruins.

Inch your rifleman out until you have an angle on the corner enemy. You may have to fire two bursts—one at the corner rebel and the second at the guard in the archway—to survive the first battle. Angle out into the ruins and try to catch a glimpse of the third enemy before he can aim at you.

If by chance you can surprise the dig enemies, all of them will be camped up on the hill by the tents. Look for them either by the lip of the hill or farther back by the woods to your left.

MAP LOCATION #22



The fourth dig enemy hides along the western ruins. Deal with him before navigating the cliff wall.

Head directly across from the hole you created in the cave wall and walk between the two ruins in the west. On the north side, around the corner to your left, the fourth enemy lies prone. Given a chance, he'll take one of your team (or worse, one of the hostages) with him when he bites it, so jump on him without mercy.

MAP LOCATION #23



At the edge of the cliff, head across the marshes to the rebel tent hill.

After the ruins, follow the cliff walls to the south until it levels out with the marsh area. You want to cross the marsh and head about halfway up the far hill. Call Team Bravo to meet up with you, since you're now back at the original tent encampment hill.

MAP LOCATION #24



Eliminate the three-man marsh patrol with your sniper.

All that remains is heading west to the extraction zone. You will probably run into at least one patrol on your way through the marsh area (maybe more, maybe less depending on how Team Bravo did at map location #2).

Keep your eyes peeled for movement, and when you see soldiers trudging along, open up. If you're smart and have all your teams in wilderness cover, you should drop the three enemies without any danger to your civilian guests.

MAP LOCATION #25

Follow in the marsh patrol's footsteps and trace their route.



The last wilderness patrol should be dead by now. Move to their location and continue west. You shouldn't have to strain your eyes until you reach the beach area at original insertion zone.



Head west back to the extraction zone.

MAP LOCATION #26



Back at the beach, the final three-man patrol guards the extraction zone.

The difference back at the insertion zone now is the addition of three enemies between you and your extraction zone boat. Creep up on the beach dunes and drop prone to fire at the three enemies. With luck you'll take them all down and clear a path to victory.



Eliminate as many of the patrol on the beach as you can before they retreat to the downed tree cover.

One or two enemies might escape your initial sniper barrage. Look for them to hide by the downed tree in the water (directly next to the boat you need to get to). Be sure to snipe these last enemies before exposing the hostages on the open beach.

MAP LOCATION #27



Bring all your men into the extraction zone to end the mission.

To end the mission, both teams and all three hostages must cross into the water by the boat. With the first mission under your belt, you can rest easy for a while until you stock up on enough new ammo to take on another battalion of crazy rebels.



MISSION 10: VAPOR KNIFE

The rebels need their supply line, and you know what that means. Headquarters is dropping you into a hot zone full of a rebel camp, heavily armed railroad station and swamp overgrown with weeds and enemy assault rifles. You'll have to move quickly and smoothly to prevent an alarm from alerting the entire countryside. If all Hades breaks loose, there's no one to back you up but yourselves.



LEGEND

- Number of Enemies At Location
- ① Objective Number
- Insertion Zone
- Extraction Zone
- ✕ Special Objective

MISSION CONDITIONS

MISSION NAME: J02 Vapor Knife

DATE: August 13, 2010

TIME: 8:15 A.M.

LOCATION: Cienaga Grande

TERRAIN: Lowlands and marsh

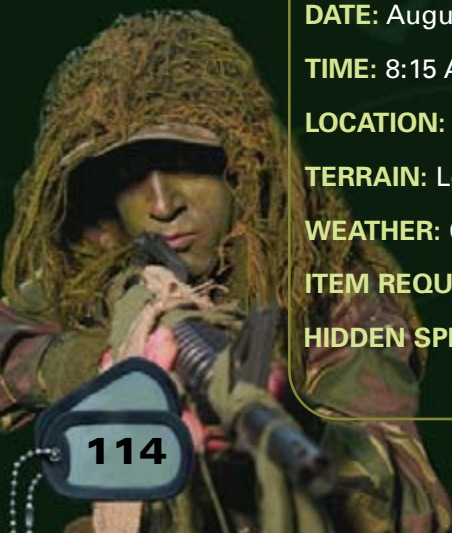
WEATHER: Clear

ITEM REQUIREMENTS: Demo Charge

HIDDEN SPECIALIST: John B. Duval, Rifleman (Weapon 4, Stealth 2, Endurance 5, Leadership 2)

OBJECTIVES

1. Seize The Guard Post
2. Plant Demo Charge On Railroad Switch
3. Reach The Extraction Zone
- X. Seize The Rebel Camp (unlocks the hidden specialist for the next mission)





REBEL. REBEL

Two for the price of one. When you take out the guard post by the insertion zone (mission objective #1), it paves the way to clean up the rebel camp to the east (the special objective). Indulge your stealth skills now; once you reach the railroad tracks, it's a full-fledged battle.

TIP

Rely on Gus Barber's SVD 12x scope to give you a better recon perimeter.

MAP LOCATION #1



Find the open angle through the trees to focus on the guard post enemies.

With a sniper scope, you're almost on top of the guard post right from the insertion zone. Drop everyone in Team Alpha prone; leave everyone in Bravo in a crouch so they can reinforce quickly if necessary. Do not move forward. If you do, you will almost certainly alert the guard post enemies. When that occurs, enemies from all over the map collapse on you, which will be a very bad thing.

CAUTION

Don't move any of your soldiers forward from the insertion zone or else the guard post enemies will spot you.



When the shooting begins, the enemies will duck for cover behind the fence and trees.

Instead, slide your Alpha sniper out a bit to the west. Hopefully you unlocked Gus Barber from the first mission. He carries the SVD, and its 12x scope helps a lot here. The additional range will stick you on top of the enemies without exposing yourself outside the insertion zone tree line.

Continue crawling until you open up a clear avenue to the enemies. You should be able to spot all three of them arguing in the middle of the yard, between a fence and the parked jeep. No matter how you position yourself, there is no way to get a clean shot on all three. The best you can hope for is bullets into two of the three before they react. Most of the time, unless you're really skilled, you'll only hit one target. That's okay. We know where they're headed after the first bang.



Two guards will exit the house to support.

The guards' favorite hiding spots are along the fence or by the trees to the left of their standing spot. You can shot them through the big fence holes or nip a head when it pops up from the fence line. If an enemy hugs a tree, wait for him to expose himself when he fires.

After the shooting begins, two more enemies will arrive from the guardhouse. Concentrate on the first three, but if you have an open shot at one of the house guards as he darts across the lawn, take it. When you count five dead, you can finally advance forward.

MAP LOCATION #2



Head up to the small bridge that leads to the guard post house.

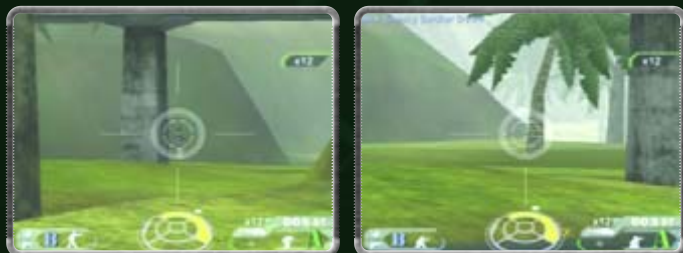
Continue north to the small bridge. From there, use the parked jeep as a screen. By this point, there will be a single guard on the back lawn investigating all the noise. Pop up with your sniper and launch a true bullet before he can orientate on your new position.



Zoom in on the lone guard in the rear grounds.

It's safe now to bring up Bravo. Stick one team by the bridge while you run for location #3. The other enemy patrols are still far enough away that you can leave the area without much more damage. Linger and it's a different story.

MAP LOCATION #3



The patrol by the overpass won't know what hit them.

From the bridge, head up the western slope of the eastern hill. Go about halfway up and turn to the west. Far in the distance, under the overpass, a two-man patrol investigates the recent disturbance.

You have a choice here: challenge or avoid. If you dispatched with the guard post enemies in under a minute, you still have time to take out this other team. Zoom with your sniper and take out the lead guard. The second guard will hide against the closest cover he can find. You may have to advance on his position and angle to the west to line up a good shot.

If you don't see this two-man patrol right away, or you took a bit more time on the guardhouse than you wanted to, bypass this encounter and head up the eastern hill.

MAP LOCATION #4



From the top of the hill, zoom in on the enemies by the second set of guardhouses.

Take Alpha up the hill and drop prone before the crest. You don't want to walk over the rise in even a crouch or the two guards on the other side will spot you and fire before you can figure out where they are. Slink over the rise until you survey the grounds on the far side with your sniper scope. Usually the guards stick together off to the right. If you spot only one up on the right side, or none, be careful—the missing enemies might be in the ravine to

your immediate right or up on the top of the hill to your left. Should you fire at one without knowing where the second one is, he'll sneak up and pop you from the side.



The second enemy might flee into the brush.

Identify where the second enemy is (even if you can't hit him from your present location) and open up on the nearest one. He proves the biggest threat since he's closer. Wipe him up and then turn your attention to the last enemy. He may hide in the brush, but as soon as he fires, you can track the flash to his location. Fire a few shots in his general vicinity; you'll either whack him or drive him out of hiding and into the hail of gunfire.

TIP

Can't locate an enemy because of the ground cover? Watch for bullet streaks so you can pinpoint the enemy's exact spot.

MAP LOCATION #5



Summon your second fireteam for the coming battle against the terrorist camp.

When both guards have gone to the long sleep, jump up and run down behind the guardhouses. Remember, you have limited time at the mission's start. All the gunfire has alerted other patrols and reinforcements will arrive. You want both your teams safely hidden on the far side of the guardhouses so you can sneak up on the rebel camp unopposed. Call Bravo Team to your present position and head up the slope to the outskirts of the tent encampment ahead.





MAP LOCATION #6



The first enemy you see happens to be a sniper aiming out at the northern approach.

Since the whole rebel camp is keyed into an approach from the northern passage, you want to hit them from the southwest. There will be no guard posted at this corner, so you can crawl all the way up to the edge of camp and get yourself settled in before the fireworks begin.

Bring up Alpha and plop down along the eastern wall at the corner where you can still see into the camp. Don't open up yet. You want to haul Bravo up to the western side and entrench them there. Together, the two teams' firepower should obliterate the two or three enemy groups that will emerge from the tents.



From the southwestern approach, let your sniper do some of the dirty work.

There are seven to account for. Normally, the enemy's sniper lies prone looking at the northern passage, while two groups of three stand around the camp (one in the center, one between the two southern tents). Initiate with Bravo's sniper. He should clip two or three enemies (including the front assassin) before it's more advantageous to switch over to Alpha's sniper. Do as much damage with your long-range attacks, then switch to a rifleman.



Send your rifleman in to clean up the remaining bad guys.

One lone rifleman will have to ferret out the few straggling enemies. Cut across east to the back of the tents and trigger a burst or two on any enemy left in the camp's middle. More than likely, you'll want to wrap around the back tent and catch the last couple of terrorists in a crossfire from the side.



Even if the special objective screens says you've completed the task, don't assume another enemy can't be lurking about.

When the special objective screen pops up, you can rest easy, but you shouldn't completely relax. There's a possibility that the two enemies from around location #9 may drop down to defend the camp. Once you've swept the entire camp, bring both teams in and save your game.



Shoot the two-man patrol from their tent encampment.

Head to the north at the edge of the tent encampment where it slopes down toward the northern passage. Drop prone (or a defensive crouch along the hill) and twiddle your thumbs until the two-man patrol watching this side of the tracks comes into view. Ideally, you want to wait till both are in sight before you shoot, but if someone gets trigger happy, shoot the one and hunt down the other. You must down them both before you can bunker yourself at location #9, the most important position on the map.



Glance down the train tracks to make sure there are no straggling enemies to flank you.

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TRAIN GAMES

Your mission is to switch off the rail switch permanently. With more than a dozen enemies with a different notion, it's not going to be easy. Almost your entire battle will be conducted from a single spot.

CAUTION

Keep your sniper alive so he can battle at the railroad yard. Without the sniper's range, your foot soldiers will have to go one-on-one with the enemy and there could be casualties to your team.

MAP LOCATION #9



Don't let the two guards in the rail house sneak up on you.

You are going to make 10 or 11 kills from on or around position #9, so get comfortable. You want drop one of your snipers down at the corner of the western slope before you move out near the train tracks. From this position, your left flank is completely protected (including all your teammates behind you) and you only have to worry about gunfire from straight ahead and to your right.



One guard patrols between the rail house and the tracks.

Well, that's not entirely true. There are two enemies to your left who have a remote chance of hitting you if you let them sneak up on you. One guard walks around inside the nearby building; he's the easiest kill in the area. You may have a shot at the second enemy when he passes by the backdoor. If not, you can drive him to his knees with a single shot when he turns surprise you around the building's southern side.



Another guard stays close to the switch shack.

With those two out of the way, you can look straight ahead. One enemy walks the yard between the building and the tracks, while a second skips to the far side of the tracks and patrols around the switch shack. Both will come into view with a little patience. If can't draw a bead on anyone, you can slide out a bit to increase your angle. However, the farther you move out, the less cover you have.



The enemies from the train station building will try and advance on your position. Stop them.

Once you start heating up your gun, the enemies near the train station (your far right) will take up defensive positions or charge at you. Line up as many shots as possible, and, obviously, prioritize anyone coming in your direction. If you do your job, there will be very few, if any, enemies left to oppose your squad when it surrounds the objective #2.



Take out the two enemy groups at the back of the rail yard.



You've been tasting dirt for long enough; it's time to get up and head for the shack with the railroad switch (location #10). Along the way, you may advance far enough to catch some of the last enemies who were either hidden by bad angles or outside your initial range. Take care of business before you switch control to the demo expert. You don't want any nasty surprises after all your hard work.



Be alert for enemies who slip through your initial sniper fire.

MAP LOCATION #10



Advance on the rail shack and detonate the switch.

To complete the second objective, plant your demo charge on the switch inside the small shack at the fork in the railroad tracks. Outside, take another sweep of the grounds. Remember those reinforcements from the start? They can show up anywhere around here.

MAP LOCATION #11

Head toward the back of the train station. It's the most direct route to the extraction zone.



Double around back of the train station. On the way, peer under the railcars, especially if your threat indicator goes red. Better to deal with the reinforcements now than let them creep up behind you while you're in the middle of another battle.



Reinforcements may arrive. Deal with them before you circle around back.

You're all finished with the upper level. Now it's time to head down into the swamps and slug it out with foes you can't see. Sound like fun? Reload and motor both teams to position #12, where the swamp journey begins.



There should be no resistance left around the train station.

SWAMPED

The second half of the map puts you in an alien world. You go from dry plains to messy swamplands on your run for the extraction zone. There are no gators to dodge; bullets are a different matter.

TIP

Stick to the cliff wall in the swamp. If you wander too far into the swamp's middle, the enemy can come at you from any direction.

MAP LOCATION #12



Only one slope leads down into the swamp, so control it.

Past the train station, there's just the one slope heading down into the swamp. You want total control of it. From its vantage point, you can shoot down on the whole northern section of the map. Move Alpha down the slope until you can survey the path at the base, since that's where most patrols end up. Grab Bravo and bring them alongside Alpha, but on the western half of the slope. Drop everyone prone for the coming battle.

MAP LOCATION #13



At the top of the slope heading down into the swamp, you can gain superior positioning on any passing patrols.

Two separate patrols will come from the west and walk east. The first two-man unit won't know what hit them. Shoot the first enemy and track the second, who will make a break for the nearest tree. You should have time to silence him before he figures out you're firing from the slope.



The first two-man team can't do much other than dive for cover.

The second two-man patrols, aware now that you've fired on their friends, will duck for cover right away. The two enemies will come at you from the edge of the western cliff, which proves difficult since Bravo can't line up a shot on them. It all falls on Alpha's shoulders to zoom in and make some pinpoint shots between the good cover spots the enemy has chosen.



The second two-man patrol will put up a bigger fight.

Finally, a third group of two will assault you from the north. They patrol the upper regions of the map, but drop down when all the firing starts. Catch them as they come up over the small rise at the base and you can drop them before they can even look up at your position.

You don't want to fool around in this area, though. You have the threat of the insertion zone reinforcements behind you, and three groups of enemies in front of you. Should any of these groups hook up and attack simultaneously, you'll be in a world of hurt. Take care of business professionally and you can move on to the next challenge—the swamp.



The last two-man patrol reinforces from the north. They won't stand a chance against Alpha's well-positioned sniper.

MAP LOCATION #14



Bring your teams down to swamp.

Follow the cliff wall down to the corner that intersects with the swamp. From here on out, you'll need to be on high alert and peer through the dense swamp fog to distinguish enemies from phantom shadows. Better to be trigger happy on something you think is an enemy than to lay quiet and have a real foe shoot you first. Don't worry about giving away your position. You're walking into the lions' den and your movement will not go unnoticed.



MAP LOCATION #15



You'll have to have great eyes to locate all the enemies hidden in the swamp.

At the next corner, bring both teams to set up a perimeter 10 yards apart. You don't want to be too close or else enemy fire will have a better chance of striking someone. On the flip side, you can't flank Bravo too far out into the swamp or the run the risk of stirring up multiple foes concurrently.

MAP LOCATION #16



The cliff wall is your friend. Stay close at all times.

Walk along the cliff wall as best you can, facing out into the swamp to catch a glimpse of the enemy before they spot you first. When you see movement, zoom in with your sniper and see if you can pull off some tough long-range shots. If not, switch to a rifleman or a support soldier and lay some cover fire into the foliage.

TIP

In the swamp, pinning down an enemy is just as good as wounding him. You want to slip past the enemy, not hunt each one down individually.



Intercept as many as you can with a sniper or else you'll be overwhelmed with gunfire.

There are three or four groups milling about in the northern area. Two of the groups will advance on your fireteams and throw everything at you. If your sniper can't cut them down, you'll end up with a ton of lead heading your direction.

MAP LOCATION #17



Terrorists pop up from swamp water and you had better remove them quickly.

As you head deeper into the swamp, you'll encounter one or two enemy patrols hiding submerged in the water. You may end up fighting these bad guys face to face, so if things are heating up, switch to rifleman or supporter to give you a better chance of escaping unscathed.

MAP LOCATION #18



Fight for position on the island pockets around the swamp.

With all the enemies well hidden, you need to stake out the infrequent islands you'll find scattered throughout the swamp and scan from the small hills. Your vision will increase dramatically with a little elevation. Plus, these can be mini-objective points to keep your groups from wandering too far.

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MAP LOCATION #19



Watch for enemies by the swamp house.

By this point, most of the enemies should be down or left in the dust. Don't dally around near the swamp entrance; you want to press on and get to the extraction zone as soon as possible.



Search through the last stretch of wetlands before the extraction zone.

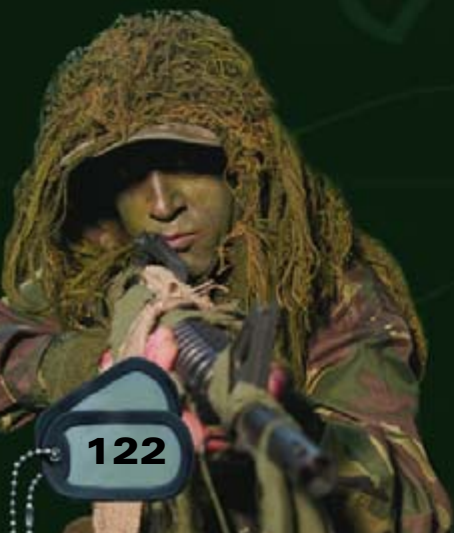
Once potential trouble spot will be the swamp house. At least one or two enemies will hide out around here and try to catch you from the side or rear as you pass. Keep one team with its collective eye on the house area, while sending the second team through. Once the second team is in position, reverse the order so the first team moves while the second covers.

MAP LOCATION #20



Bring your team into the home stretch and complete the final objective.

All that remains is to head due east to the extraction zone. Look for the small boat as a marker for the zone. With the supply line knocked out, the MFLC will be mad as burning hornets, and that's just the way you like it.





MISSION 11: OCELOT DESERT

The Colombian government isn't cooperating. After you've successfully squeezed off the MFLC's supply line, you still need to pinch their current supply areas. One of those supply locations is a rail station on the fringes of the Tatacoa desert region. However, the Columbians don't want any more facilities destroyed, so you have to go in and deal with personally. As an added bonus, you'll meet up with Francisco Lever, the MFLC regional commander for the whole northwest of Columbia. So while you battle Lever's horde, remember they can't see in the dark, but you can.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- ⊗ Special Objective

MISSION CONDITIONS

MISSION NAME: J03 Ocelot Desert

DATE: August 17, 2010

TIME: 11:30 P.M.

LOCATION: Tatacoa Desert

TERRAIN: Plateau

WEATHER: Night

ITEM REQUIREMENTS: Demo Charge

HIDDEN SPECIALIST: None

OBJECTIVES

1. Destroy The Radio Of The Communication Outpost
2. Place Demo On Weapons Warehouse
3. Place Demo On The Missiles Warehouse
- X. Place the Signal Beacon On The Helicopter

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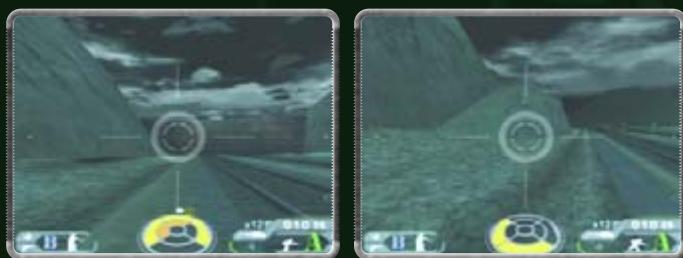
CHAOS AT THE CROSSROADS

You may run out of bullets before you down all the enemies at the mission's first major shootout. From the plateau to the crossroads, swarms of enemies will intercept your every move.

TIP

Stick to the shadows and you can travel unseen through most of the mission.

MAP LOCATION #1

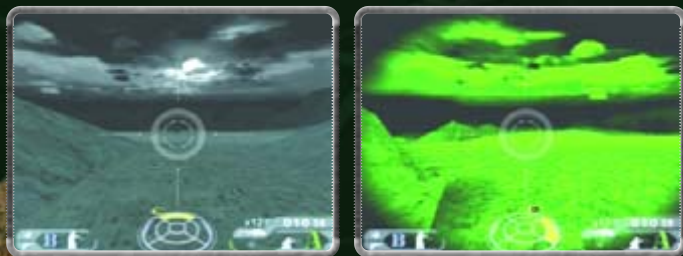


You start out trapped in a dead end, until you find the tiny road leading up to the eastern plateau.

There's a big, big wall in front of you when you start the mission. Try as you might, you can't blast through it, you can't crawl over it, and you can't sneak around it. There is a small gap that you can shoot through, but it's only possible to clip one or two enemies, and that's if you wait around for just the right circumstances.

No, the best course of action lies on the eastern slope. A small path winds up to the plateau, and from there you can start as much trouble as you like.

MAP LOCATION #2



You can navigate the whole mission by moonlight if you like; however, when it gets difficult to see, switch to night vision.

Climb to the top of the plateau and stick to the western edge as you loop around to the other side. You can fight through the whole mission under the moonlight; however, in certain places it'll be easier to see via night vision, especially when you must pick out enemies at range. Practice switching back and forth and go with what feels comfortable.

MAP LOCATION #3



Your first encounter, a two-man patrol, won't expect shots from the dark.

Stick the ledge as you travel to the other half of the plateau. You never want to wander through the middle of any open territory; that goes double when you have no idea what the area's enemy count is. Near the northern edge, you should have a clear view down to the lower terrain to the west. Concentrate on there until you spot the first enemy patrol.

Don't take a step forward until the first patrol doesn't move an inch.

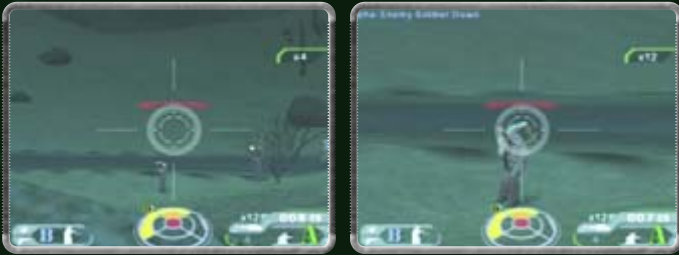


Two terrorists will walk up the hill to check on the plateau. There's no other way but to go through them. Snipe at them from range, though one of them might drop prone and hide beneath the small rise. If he does, walk forward with your sniper until the ground shifts enough for you to get an angle on the hiding enemy.





MAP LOCATION #4



Next up, a three-man patrol scatters effectively when you open up.

Continue forward to meet up with the dead enemy patrol. From that position, you should spot their buddies almost due east. The follow-up patrol, three enemies with assault rifles, will probably be aware of your activities with all the shooting. Even if they aren't and you can get a free shot at them, they're quick to separate and find cover.



Switch to night vision to track the enemies at the top of the far hill.

The three-man patrol tries to keep you engaged while back-up arrives. Two patrols of two enemies each descend from the hill behind the three-man patrol. You could end up with gunfire from three different points, which is never a good thing. Don't rush, though. You must finish the closer three-man patrol down on the road first.



Watch the enemies slipping down to your right.

After that, swing your attention to the closer of the descending patrols. If neither is more pressing, take out the rightmost patrol first. They have a giant boulder that can hide behind, making it a tricky shot to drive them from that position. If they hunker down, it prevents you from advance or else you end up with one or two enemies at your back.

MAP LOCATION #5

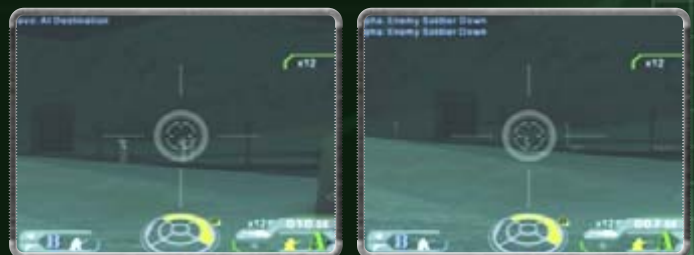


Two more enemies guard the train station.

Slide down the bank until you're sitting at the corner near the road. From here you should have a great view of the descending road and the train station north of your position.

Two enemies patrol the front of the train station. Usually these two stay back from the firefight that you just initiated, but sometimes they creep up. Either way, unless you get bogged down with one of the other three patrols, you will have an open long- or mid-range shot on the two station enemies.

MAP LOCATION #6



The four guards at the crossroads go down next or else you've conceded control of the field to the enemy.

In order to get some shots at the next set of terrorists, you'll have to follow the road down toward the train station. About halfway there, scan to the west and you should spot a group of four enemies at the crossroads. You want them out of the way or else you'll have trouble crossing anywhere on the map without bullets hassling you.

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Night vision clarifies the position of the enemies circulating in the background.

Drop prone and zoom in with your sniper. If you have time, make sure Alpha and Bravo both have an angle on the crossroads so six weapons are attacking instead of one. When the dust clears for the first four enemies, scan the horizon for three more near the shed in the background. While you have the shot, you might as well take care of these three as well. You'll have to deal with them on the last leg of your journey otherwise.

The mounted machinegunner can cause problems if you approach too close.



Don't forget about the machinegunner to northeast of the crossroads. He usually waits till you near the train station before he spits out gunfire, but you can't be too careful. He must go as well to continue on. When the body count has reached 19, this area of the map should be secured and you can bring both teams up to the train station.



Once the crossroads looks like a morgue you can bring both teams down to the train station.

DEMOLITION DERBY

After the big firefight, you need to destroy three targets in a row: the communication outpost, the weapons warehouses and the missile warehouse. Resistance won't be as tough here, but expect some surprises since you have to fight in closer quarters. You'll end up covering a lot of ground on this leg of the mission.

TIP

Bring two demolitions experts on this mission so you have enough explosives to finish off both warehouses.

MAP LOCATION #7



Zap the enemy at the back corner of the train station.

To avoid the middle open ground, cut up behind the train station and use the eastern hills to reach the communication tents. Two enemies sit at the back corner, so be ready for them. If you need some cover, you can drop behind the barrels just past the front corner.



Hit the enemies up on the ridge before you make a move on the communication tents.

Finish off the two closer enemies, then switch over to night vision and look for the two terrorists on the eastern ridge. They will generally hide along the ridge, out of sight until you approach the communication site, though you can get lucky and catch at least part of them exposed.

MAP LOCATION #8



Press on to the train station's back corner and erase any mistakes you made earlier.



When the coast is clear, dart up to the train station's back corner. From there, scour the area for movement. You may still have to take care of one of the guards you missed (either at the corner itself or still up on the ridge). Make sure all is quiet in the immediate area before you make a beeline for the tent encampment.

MAP LOCATION #9



Aim for the cactus, but don't leave yourself open to snipers on the train tracks.

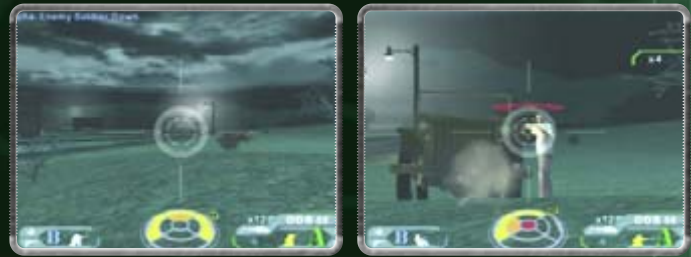
Ahead of you, there's a rise and then the communication tents lie in a dip beyond. Your goal is to get to the edge of the rise so you can fire down on the tents. Drop prone just after the lone cactus on the hill.

However, there are more enemies to consider. Out to your left, half a dozen enemies still defend the warehouse area and train tracks in front of the two buildings. To make your life easier later, pick off as many of these terrorists at range now. You definitely want to nip the enemy out past the first set of train cars—he has a great shot at you while you attack the communication tents.



Eliminate the enemy vanguard at the front of the communication tents.

Three of the four enemies guarding the communication outpost will engage you in the front (south side). One flanks to the right near the fire, the other to the left at the side of the western tent and the third comes up the middle. Don't even think about running a rifleman down into their crossfire. Wait for the opportunity and take out the fire guard first. The other two won't have the patience to sit still, and when they come after you, finish them.



A reinforcement arrives in a jeep.

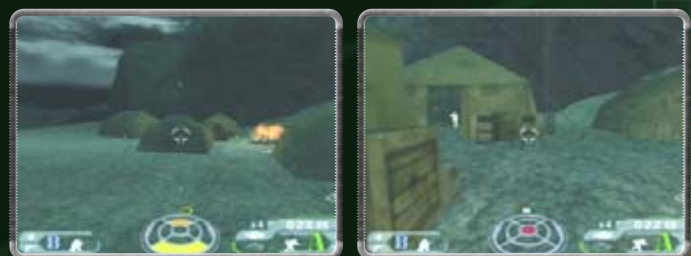
A call goes out for reinforcements, but it's no big deal as only one guy in a jeep arrives. Track the terrorist's progress with the jeep, and since you know he has to exit on the driver's side, aim your sights in the proper place when the jeep slows to a stop.



Shoot at the enemy guards by the warehouse buildings.

Before you make your assault on the communication outpost, take one last look across the tracks. You should spot at least two or three more enemies as you inch closer to the tents. When you have a shot between the two train cars, look to take out at least one or two to avoid them piling up later.

MAP LOCATION #10



With the sniper damage done, switch to the rifleman and attack the far tent.

If you're happy with your sniper work, switch to the rifleman for the final charge. The fourth enemy will wait inside the communication tent and won't come out unless he smells blood. Head down the slope and put the crates in the middle of the camp between you and the far tent. Hopefully you can slide to one side and blast the fourth enemy before he blasts you, but he's a very good shot.



The communication guard is an excellent shot and could put more than one of your soldiers on permanent vacation.

The other approach is mass damage. Click the rifleman's weapon to grenade launcher and fire an explosive into the tent. It will either kill him or flush him out into your waiting gunfire. The downside with this plan? It alerts all the other guards in the area to your presence, though with all the shooting lately, that might not be an issue.

If you missed one of the earlier guards, pick him up now.



Don't bother with the demo expert here. It's natural to assume that the demo expert needs to plant a demo charge on the communication equipment to blow it sky high, but you want to save your explosives for the warehouse district. To complete the first objective, spray gunfire into the communication box and it's done.



Machine gun the communication box to complete the mission objective.

MAP LOCATION #11



Cut across the rail yard and fire on the warehouse guards.

From the communication tent, aim for the shack on the northern edge of the rail yard (location #11). It's at the halfway point to the warehouse, so you gain a bit of cover in the open yard. You can set up at the shack and barrage the northern side of the weapons warehouse. Make sure no enemies buzz the threat indicator before you make your run on the warehouse backdoor.

MAP LOCATION #12



Fire on the jeep behind the warehouse.

At the warehouse corner, you may spot a jeep patrolling the back road. Take a shot if the opportunity presents itself. Otherwise, you'll meet up with the jeep and his driver on your way to the helicopter pad.



Plant the first demo charge on the weapons stash.



Open the backdoor to the weapons warehouse and send your demo expert in to plant the first demo charge. Keep on your toes just in case, but the warehouse should be clear based on your sniping skills earlier.

MAP LOCATION #13



Exit the first weapons warehouse and scoot around to the door on the northern face of the second weapons warehouse.

Your second demo target isn't quite so easy. You shouldn't have much resistance, if any, between the two buildings, but a single guard hides inside the second building. Don't forget about him or your demo expert will never plant that second charge.



Eliminate the enemy guard ready to spill your guts in the second warehouse.

Send a rifleman in first and slide around the crates to catch him off guard. Worse case scenario, your rifleman bites a bullet and you still have your demo expert to finish the job. Once both charges are placed, you complete the second mission objective.

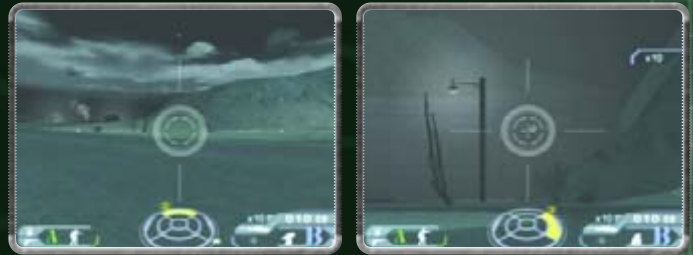
HIGH-PRICE CHOPPER

It's rare that you get close enough to touch an important enemy craft and not blow it to smithereens. It's rarer still to let a head honcho go when you've got him dead to rights. But that's exactly what you're going to do on the last section of the mission. You need Francisco Lever to bolt so you can trace him back to bigger fish.

TIP

Grenades from your rifleman's M203 can shake up the playing field. When you're not sure of the enemy locations in the dark, lob a grenade in their midst and watch them scatter.

MAP LOCATION #14



Pick off the sniper by the giant retainer wall.

After your regular mission objectives are complete, head out the south warehouse door and run across the road to the embankment to the southwest. From here, you can survey the southwestern section of the map.

If you look to the southeast, you'll spot the big retainer wall that blocked you at the insertion zone (you were on the other side). On a ledge by the wall, a lone assassin scans for targets. Don't become one. Instead, zoom in on him with your sniper.



A shot through the windshield removes the last jeep driver.

Unfortunately, it's much more difficult if your sniper didn't make it to this point. You'll have to charge a soldier at the enemy sniper's position and try to catch him off guard with a quick assault.

South of your position, a two-man patrol walks the road or hides near the guard shack. Don't forget about them as you veer toward the missile warehouse. Also, the last jeep should be parked at the guard shack. If the enemy hasn't already joined an enemy group, he'll be sitting in the jeep ready for action. Pick him off and then regroup down by the shack.

MAP LOCATION #15

Take cover at the barricade at the end of the train tracks.



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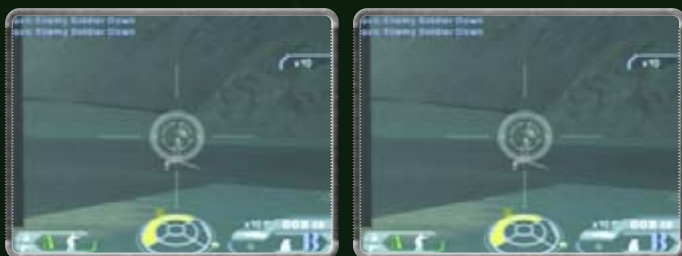
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Cross the road in front of the shack and dart over to the barricade at the end of the train tracks (north side). This is an ideal spot to ambush the enemies surrounding the office buildings. You have three enemy teams to track, and all three can be assaulted from this barricade.



Two teams guard the office buildings by the tracks.

On the road to your right, a two-man patrol stands a little distance from a three-man patrol. Open up on the two man patrol and take them down one, two. Quickly swing back to the three-man patrol and motivate them into chaos.



Shoot the closest team, then swing back and take on the second enemy squad.

The resulting panic should be enough to down most of the enemies before they can return fire. Even if they do, you have a great, big barricade for protection, so only a perfect shot will strike you. When you've effectively lowered the boom on the remaining three-man team, a fourth enemy will try and sneak out from the side of the house. If you're paying attention, he won't get far.



If you can't find the last enemy group with night vision, jettison some grenades in the general area.

The last team hides behind the office buildings. They will attempt an approach from the track side, using the alley between the building and the trains as cover. Switch to night vision (if you aren't already there) and try and snipe them before they get in range to do any damage. You can always shoot some grenades down there if you're having trouble flushing them out.

MAP LOCATION #16



Approach the missile warehouse from the north and drop a demo charge on it.

When the shooting has subsided, slide west down the hill and approach the missile warehouse along the road. There should be no one left, but you can't be too careful. Inside the first building, drop a demo charge on the missile package to complete objective #3.

MAP LOCATION #17



Shoot the enemies as they leave the room on the helipad.

Exit the missile warehouse from the south side and zoom in through the giant tankers for a glimpse of the last set of enemies. Four of them guard the helicopter pad, and they aren't going anywhere soon.



Most of them are in a small office room on the helipad. Drop prone on the porch behind the missile warehouse and wait for your shots against several bad guys at once. If you can get three into your arc of fire, go for it. Even two won't be bad. One doesn't cut it, though. Fire on just one enemy and the other three take up defensive positions that are very difficult to break without great effort.

MAP LOCATION #18



Close in on the remaining enemies.

You may have to make a rush on the last few enemies. One enemy in particular likes to hang out around the corner to your left as you charge through the tankers. You can shoot him on the way up to the chopper platform.

MAP LOCATION #19

Plant your signal beacon on Lever's chopper to complete the mission.



Call both teams into the chopper area and battle it out for a few seconds till the enemy has been removed from the scene. Approaching the chopper activates the signal beacon and the mission ends. Lever gets away, but only to give you a shot at bringing him and the rest of his gang down another day.

MISSION 12: OCEAN HAMMER

Drugs will screw you up, but you didn't know how bad until you found out that Francisco Lever and his crew have funded their whole MFLC with cocaine. To cut off the drug pipeline, you have to grab the man himself and figure out how they're shipping the white stuff out of the country. Eliminate the drugs and you eliminate the bullets, which sounds like a fair trade off from the U.S. government's standpoint. The hardest part of this mission will be making sure the civilians don't get caught in the crossfire.

LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- X Special Objective



MISSION CONDITIONS

MISSION NAME: J04 Ocean Hammer

DATE: August 28, 2010

TIME: 9:00 A.M.

LOCATION: Buenaventura, Valle de Cauca

TERRAIN: Fields and Caves

WEATHER: Clear

ITEM REQUIREMENTS: Demo Charge

HIDDEN SPECIALIST: Frederick Sundstrom, Demolitions (Weapon 4, Stealth 4, Endurance 6, Leadership 3)

OBJECTIVES

1. Secure Village & Fields
2. Capture Francisco Lever Alive
3. Place Demo Charge on U-Boat
- X. Avoid Civilian Casualties
(unlocks the hidden specialist for the next mission)



FIELD DAY

You had better show restraint or a civilian will end up dead and you can forget about unlocking the specialist on this mission. As you move through the fields, be very careful who you shoot and who you let live. For the most part, let your teammates do the shooting, since they can tell a bad guy from a good guy faster than you can.

CAUTION

Hold back on the trigger for the first objective. Some of the civilians raise their arms up like they have a gun just to fake you out.

MAP LOCATION #1



Silence the two guards at the first house before proceeding toward the fields.

The insertion zone drops you in the southwest corner of the map, a secluded area away from prying eyes. You can take your time here and not fear anyone stumbling upon you.

When you're ready, seize control of Team Alpha and weave over the bridge to the eastern side and proceed to the first bend. Drop prone here and scout to your northwest. You should see two guards outside a house against the far cliff wall. With two bullets, those two enemies should be erased from the equation.

MAP LOCATION #2

Across the stream to the north, a guard tower and its enemy contingent patrol the fields.



Be careful on the straightaway along the stream. There aren't any guards patrolling on your side, but a few of them come close on the other side. You want to minimize your time in this area and limit your exposure.



Pass the bridge and head to the bank above the south-eastern field.

MAP LOCATION #3



While on the top of the bank, weed through the civilians to find the enemy targets.

Go past the shack and the bridge to the northern quadrant and look for a good location to settle down and scope out the fields. You want to lie down on the bank that slopes toward the field. If you go prone at the bank's top, you have a command view of the eastern field and can also swing over to spy through the northern field.



Take some shots at the guards in the northern field too.

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The problem isn't the amount of guards. It's where they are. Lever's men move throughout the civilians, and some of the civilians look more like guards when they bring up their arms in a fake shooting gesture (just to see if you'll pull the trigger prematurely).

Two guards patrol the outskirts of the southeastern field, which makes for a refreshingly easy target. Shoot them before they have a chance to disappear into the grass and hide among the civilians again.

The last two enemies in the area will be a patience-tester, as you bounce your sight from civilian to civilian until, suddenly, one of them doesn't light up with the "civilian" warning letters.

CAUTION

Delay on every shot in the fields. Sometimes the civilian tag doesn't appear unless you move your sight across his body.

MAP LOCATION #4



Before you enter the fields, make sure you have both teams with you.

From your cover spot, send Bravo down to location #4. The enemies in this area should be down for the count—all except the one hiding behind the wooden cart ahead—but it's always better to be safe than sorry. Once Bravo sets up in front of the cart, send Alpha to flush out the last enemy.

MAP LOCATION #5



Avoid the civilians and pop the one guard behind the wooden cart.

Load up a rifleman and sweep around the cart. The last guard in this area might have been sniped by Bravo already, but just in case, your rifleman will trigger a burst on the far side of the cart. The guard likes to fire from cover, so if you know which side he's favoring, backdoor him on the other side.

MAP LOCATION #6



Use your sniper to quiet down the tower guard.

Advance through the fields and switch to Alpha's sniper. When you near the bridge, the tower guard will open fire, so your sniper needs to waste him before that point. Look for the enemy sniper on the right side of the platform in the shadows near the support column.



Lock on the four guards in the northern field very carefully.

Four more guards hold the northern fields, but there are a lot more civilians wandering through, so lock on to the enemies very carefully. They like to congregate by the palm tree, so you can usually nab two of them there and two off to the left. You can cross the bridge if need a better angle; however, make sure you keep your scope in the enemy's direction at all time.

MAP LOCATION #7



Set your sights on the last section of the fields.



When you cross the bridge, you'll see a secluded cave entrance behind the guard tower. Tempting as it is, you don't have any reason to go there yet. The tunnel itself is abandoned save for the locked door to the submarine base (objective #3), and you can't open that until later. Forget the cave for now and turn to the west to wipe up the final guards on the southern half of the map.

MAP LOCATION #8



With the field guards all dead, you need to take out the last tower to command the southern portion of the map.

Proceed slowly to ensure that all the enemies really are dead. With so many civilians milling about, visually it's very hard to tell if an enemy has position on you. Use your threat indicator as a second pair of eyes.

MAP LOCATION #9



The tower guard attacks from above, while the two-man unit fires from below.

As you head northwest, you'll pass right in front of the main cave tunnel. No enemies will hassle you from inside; that's not to say it's the same a few yards beyond. You're coming up on the last guard tower and its three guards.



Drop the ground enemies so you can swing out into position to take on the tower guard.

Stick close to the cliff wall and watch for the two ground guards to appear. You want them down before you go after the tower guard. If you flank out too far from the wall, the tower guard will have a shot on you, so veer in close.

Zero in with your sniper if you can surprise them. Otherwise, fire in force and overwhelm them with numbers. After the two are gone, you can slide out and go one-on-one with the tower guard.

MAP LOCATION #10



Punch the clock on the other enemy stragglers: one in the alcove to the west and the other patrolling along the stream.

Scan the grounds for any remaining enemies. One should show up to the west inside the small alcove. He will fire on you from behind the palm tree, so you may have to shift around to catch sight of him. While you do so, don't forget that you may have another enemy nearby. Usually, a single guard patrols down by the stream. Unless you've plugged him earlier, be careful that he doesn't sneak around behind you now.

MAP LOCATION #11



Remove the final enemies outside of the village.

Only two more enemies left outside the village proper. From location #11, look north at the bend that leads toward the village. Two guards serve as perimeter defense for the other defenders in the village. You want them dead so they can't warn the others that you've got an assault on its way shortly.

HACIENDA TIME

It's not the village of the damned, but it's close. Enemies look to put you six feet under all over the place, and the path to the mansion on the hill has a few angry terrorists in the way. Just when you nab Lever, the rules change and you're given a new objective.

TIP

Keep your demolitions expert safe. You're going to need him when the mission objectives change.

MAP LOCATION #12



The main cave tunnel is your ticket into the village.

Head back to the main cave tunnel you passed to deal with the tower guards. The tunnel cuts through the hill and plants you firmly in the village. From there, you can hit a bunch of enemies and work your way through the village street.

MAP LOCATION #13

The first person you see won't be an enemy.



Inside the tunnel, you can see out into the village. Don't shoot at the first thing that moves, though. Most likely it will be a civilian and a bad shot. You'll have to inch up on the cave mouth to get the angle on the waiting enemies.



MAP LOCATION #14



Two enemies patrol the houses to the northwest.

Advance to the edge of the tunnel, but don't go outside yet. The enemies have a crossfire set up for you, with artillery to the northwest and the southeast ready to cripple you. Take advantage of the tunnel cover and fire from its relative safety.



Another decoy tests your resolve.

The only shot you can line up now is against the two enemies in the northwest. They linger around the street, one in front of the first building and one at the back corner of the second. With no cover, the first guard can't compete with your sniper. The second one could prove tougher. He will fire on your position when you drop the first guard, so listen and watch for hints of him to zero in.



Three enemies look to drop the boom on you from the hill to your immediate right.



Step out onto the street. Swing up to your right, avoiding any civilian targets, and spy out the second part of the crossfire. Between the houses on the hill and the trees in the southeast corner, three enemies lie in wait. Whichever enemy has the best angle on your squad should be the first to go.



MAP LOCATION #15



One enemy controls the center of the street.

Loop around to the hill where you just killed the three enemies and climb up behind the houses. You want to use them as cover to reach the far end of the street. When you hit the gap between the first and second house, glance down on the street. You should spot a lone guard circulating in the area. Fire on him from the best angle between the house yards.



Don't stay out in the open too long or guards up on the hill by the hacienda will fire down on you unopposed.

MAP LOCATION #16

Another loon goes crazy and starts shooting from a bell tower.



The most dangerous enemy squats at the bell tower window on the eastern end of town. If your sniper is active, you may want to take a shot at him before you make your run up to the houses. Once on your run, the best place to surprise him is from the house corner at the end of the hill. The sniper can't aim at you while you beat feet through the house backyards and when you come up alongside of him, it'll be too late for the sniper to crane a shot in your direction.

MAP LOCATION #17



Avoid the civilian in the doorway and blast the enemy behind the tower building.

You can hop the fence at the far side of the hill and approach the tower building from its south. Swing around behind it. You'll pass an open door with civilians inside, so hold your trigger until you get around back. A single enemy hides in the corner aimed in your direction. A quick and decisive shot will fell him without loss of life or limb on your side.

MAP LOCATION #18



Three enemies secure the hill up to the hacienda.

Past the tower building, you'll see a short yard and a hill wandering up to the hacienda. With three enemies on the hill, it's a difficult assault. From the tower building, you'll have to draw their fire and try and pick them off one by one. Trying a run up the hill is pure suicide, so don't even attempt it. Once you've exhausted your sniper options, call your rifleman into service and launch a grenade or two to clear the path.



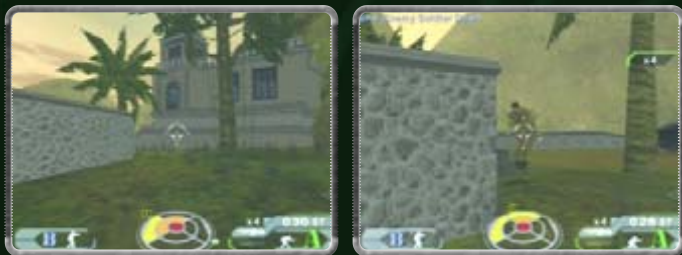
Call your second team up once the hill enemies aren't doing any more talking.

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MAP LOCATION #19



The first hacienda guard sits beyond the helipad wall.

After the slope's summit, crouch and follow the helipad wall (the short wall on your left). Past the corner, you'll find both enemies protecting the grounds. The first sits at the corner near the steps heading up onto the helipad. The second has a defensive position in the corner behind his friend. Armed with a rifleman (a sniper would be too slow), you should have enough speed to wound them both without taking one back.



The second guard stakes out the grounds' corner.

MAP LOCATION #20

Stay close to the stairs for cover against fire from above.



The two guards on the hacienda steps have position on you. That usually means you can expect heavy casualties. Not this time, though. If you play it smart, you can escape with two dead bodies—and not on your side.



Assault the stairs and show the two guards you mean business.

Stick close to the stairs. You need the stone's protective cover to shield you from any potential hits. The guard at the top of the stairs is the biggest problem. Duck out, fire a burst at him, then duck back into cover. You can repeat this several times if you think you've got a shot of taking him out.

TIP

When an enemy reloads, take advantage with a charge or a gunfire barrage.

More than likely, it won't happen this way. You'll have to do it the hard way. Let the enemy fire a full clip at you. When he pauses between bursts, hit the stairs running and let him have it. You have a second or two while he gets his bearings and you can't miss.

With the first one down, continue running up the stairs and focus on the rightmost column. The second enemy will be there. Unleash a barrage and, if he isn't mush, put the column between you and him. Now you can angle out and look for a shred of clothes or chunk of flesh to catch with your next burst.



To grab Lever, you'll have to dispatch with his bodyguard.

All that remains is Lever and his bodyguard. When you open the door, the bodyguard will be all over you firing like a madman. It's a pair of double doors, so use the left door as a shield and fire back at the bodyguard. There are no guarantees here—someone may have to take it for the team—but the door trick may give you enough defense to survive the encounter.

Assuming you didn't spray the whole interior, Lever should be alive in the corner. Move up to him and put him into capture mode. When you do, your mission objective changes—you now have to escort him to the submarine base and destroy the drug supply ship.



SUBMARINE SANDWICH

When you enter the cramped underground harbor for the submarine, you're going to feel sandwiched by enemies on both sides. If Lever can get you through the secret door, it's up to you to wade through the nine guards to plant the demo charge on the U-Boat before it sails with its drug-laden cargo.

TIP

The only thing that can open the secret door to the submarine base is Francisco Lever. Don't bother with charges, missiles or even a knock, knock.

MAP LOCATION #21



Lever follows you to the secret submarine base tunnel.

With Lever in tow, double back to location #17 (behind the tower building) and cut down to the southeast to submarine base tunnel. The only way to open the door is to have the soldier that captured Lever try the lock. Go slow, search for any enemies you might have missed, and bring Lever along for the ride.

MAP LOCATIONS #22 & #23

Use Lever to open the base door and sneak inside.



Bring both fireteams into the tunnel and lead Lever to the door. The enemy guards are around the submarine itself, so you won't have to fight for a few minutes. Once you use Lever to open the door, you don't have to worry about him anymore.

MAP LOCATIONS #24 & #25



At the top of the stairs, scan the submarine base for all the enemy positions.

Quietly bring your teams into the submarine base and send Alpha ahead to the stairs that look down on the whole underground complex. You initially have two three-man teams to follow. The first rests directly below the stairs, so you may only see one or two until the shooting starts. The second three-man team paces the platform on the far side of the submarine.



Unload on the three-man team to the south.

The easier shot is the three-man team on the far side, but the more dangerous team, because of their proximity, will be the team below the stairs. Watch their movements for a while and then decide on your course of action. If you think you can lay into the far team with enough time to catch the stairs team before they catch you, then proceed with that plan. You can kill more bad guys before they reach cover that way.



Pick off the remaining enemies below the stairs.

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You may have to split your time. Wait until you see one or two enemies below you and shoot them first. Switch your attention to the far side and see how many of the dispersing three-man patrol you can clip.



Miss an enemy and he'll charge up the stairs at you.

Don't dwell too long on the far side or else you'll have enemies on your heels. If they don't have a shot at you from below, the enemies will run up the stairs and try to put a bullet in your skull at point-blank range. If you need to gain a better shooting position, walk down the stairs with your scope focused on the nearest hotspot.

MAP LOCATION #26



Deal with the two enemies inside the house.

After the immediate threat of the pier guards, you need to look toward the house. Two enemies have staked out that defensive position, and one of them will fire at you from the right window. Your sniper, or even a rifleman, can make the shot to take out the window guard. However, the second enemy will usually stay inside (unless he decides to open the door to take potshots at you). Run a rifleman up to the house door, kick it in and don't give him a chance to surrender.



One enemy remains in the crates below the stairs.

From the house, look directly back across the complex and you should spot the last enemy by the back crates. He hopes to fool you into thinking the complex has been beaten, then jump out and spoil your fun by knocking off your demo expert. Pop him with your rifleman and signal for Mr. Demo to motor on down.



Descend to the sub and plant the demo charge to end the mission.

Plant the demo charge on the sub and you've conquered the mission. With Lever in the bag, the weapons supply lines down and the MFLC drug empire in shambles, what more do you have to do to end this terror threat?





MISSION 13: TITAN BOLT

Your skill will be tested in the harbor. Surrounded by sunken wrecks and abandoned buildings, the enemy can cut you up if you're not 100 percent on your game while you navigate the "deserted" harbor searching for the weapon shipment and drug stockpile the MFLC's hiding. If you can wade through all the ship-based enemies, it's time to hunt down one of the MFLC's top men, Marco Abreu, and maybe he will spill the beans on the whole rebel operation.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- ✕ Special Objective

MISSION CONDITIONS

MISSION NAME: J05Titan Bolt

DATE: September 3, 2010

TIME: 2:00 P.M.

LOCATION: Choco Department

TERRAIN: Decks and Docks

WEATHER: Warm, Windy

ITEM REQUIREMENTS: Demo Charge

HIDDEN SPECIALIST: Santiago Gonzalez, Support (Weapon 10, Stealth 3, Endurance 7, Leadership 3)

OBJECTIVES

1. Eliminate Enemy Patrols On All The Boats
2. Place Demo Charges On The Two Drug Containers
3. Take Out The Sniper Teams
- X. Capture Marco Abreu (unlocks the hidden specialist for the next mission)

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SHIP SHAPE

Two dozen enemies swarm the ships in the harbor. With only one way to the docks, you can't slip through them unseen. Instead, break out the M16s and M249s for an old-fashioned showdown in a not-so-old-fashioned corral.

TIP

Take an extra support soldier on this mission. With all the in-tight fighting, you won't need more than one sniper.

MAP LOCATION #1



The best sniper position lies on the nose of the insertion zone ship.

Cycle to your lone sniper and control just like you would on any other mission. The difference on this mission is that you'll only use the sniper sporadically. The first stop, though, will be all sniper.



Take on the three-man dock patrol first.

Head to the ship's nose and zoom on the dock to your left. You will see a three-man patrol walking the pier. With a fast trigger finger you can take them all down. After the first shot, the enemies will break apart and, if you haven't winged them, will duck for cover right away. Try to eliminate them on the dock or else they'll retreat to the gangplank connecting the pier to the ship maze.



Any enemy you miss will retreat to bolster defenses elsewhere.

After the pier enemies, spin your sniper down to the two boats in front of your starting boat. You can zoom in on the smaller of the two boats and through the open door. Three enemies wait inside for any sign of action, though you'll only be able to pick off one or two from your position.



Aim for the enemies on the two closest boats too.

The second, bigger boat has two enemies patrolling in a circle. You should hit one of those guards before you alert that boat to your presence.



Eliminate the sniper in the crane so he doesn't rain on your parade.

Now that the nearby enemies are in motion, take your last shot as the sniper. You need to eliminate the first of the four enemy snipers. If you don't, the enemy sniper will shoot at your men as they hustle through the western half of the boats. The sniper rests up in the dock crane (all the snipers are up high) and has an excellent view—except to where your sniper sits. Train on the sniper and hold your gun steady till you have the perfect shot.



Stay at the sniper position for too long and the enemy will rush your starting boat.

The sniper shooting spree can take a while. The longer you stay in this first position, the higher the odds of the enemy deciding to rush you. You don't want all the enemies heading in your direction, so work through the sniper shots quickly and efficiently. Should an enemy penetrate your deck, your sniper might be forced to deal with him before you can switch over to your more mobile rifleman.

MAP LOCATION #2

Two enemies hide out on the north-eastern sunken ship. Send one of your men from the insertion zone to locate them.



You have one more task before you head out into the ship maze. Send one of your rifleman over to the sunken ship in the northeast corner. These two enemies won't harass your squads too much, but to complete the mission objective you must eliminate all enemies in the ship area.

TIP

In order to complete the first objective, you may have to search through the boats to find enemies that haven't been activated yet.

Rather than take chances, send your team before you move deeper into the ship maze. The rifleman might have to hunt the two enemies down. Either you'll have shots at them as you cross over to the sunken ship or you'll have to cross the sunken ship to the gangplank that connects to the far pier and take them down there.



You may have to run all the way to the far pier to drop both enemies on the sunken ship.

MAP LOCATION #3



Start your rush with the small boat next to the insertion zone.

You're finally ready to head into the ship maze and battle the enemy horde. Switch to a rifleman and take the gangplank between the first and second ship. Be on full alert—from here on out you'll need to make quick turns and adjust to the slightly sign of movement.

MAP LOCATION #4



With so many enemies on top of you, your soldiers are bound to take a hit. Just make sure you can return the favor in spades before you lose a team member.

Depending on how well your sniper did, the resistance on the first two ships could be less, but we'll plan for the worst case. Two enemies patrol the small ship around location #3 and #4. Most of the time the enemies are in the back of the ship, so you'll want to hug the corner and shoot along the cabin wall if you spot an enemy position.

MAP LOCATION #5



Advance on the next boat. Mind the cabin space that links both sides of the ship.

The first ship past the insertion zone ship has gangplanks to the western half of the ships and the eastern half. Before you tackle the eastern ships continue clearing out the western side. The eastern enemies will have a tougher time targeting you while you progress on the western side; however, if you tackle the eastern ships first, the western bad guys will support much more effectively.



Sweep each ship systematically to clear all the rabble out.

On the boat by location #5, three enemies take up positions around the cabin and by the rear stairs. You'll meet one on the front side and possibly one inside the cabin. The third enemy hangs back by the stairs and will flood to the front or back side in support, depending on which direction you head. When all three are on the deck, you can turn your attention to the toughest section—the middle of the ship maze.

TIP

Under fire? Duck below deck for maximum cover.

MAP LOCATION #6



A swing man might cover the gangplank between the fourth and fifth ship.

You're about to enter the shooting gallery. As you move toward the center of the ship maze, enemies from everywhere—the west side, the east side, the piers, the snipers—can shoot at you. Stay close to the cabin walls, and if you get pelted by gunfire, duck into a nearby cabin or go below deck and come up somewhere else.

A single enemy may act as a swingman and guard the gangplank between positions #6 and #7. Sometimes this enemy patrols the deck around #6 or drops back to support the enemies at #7. If you can catch him out in the open on the gangplank, it will make your next job easier.

MAP LOCATION #7

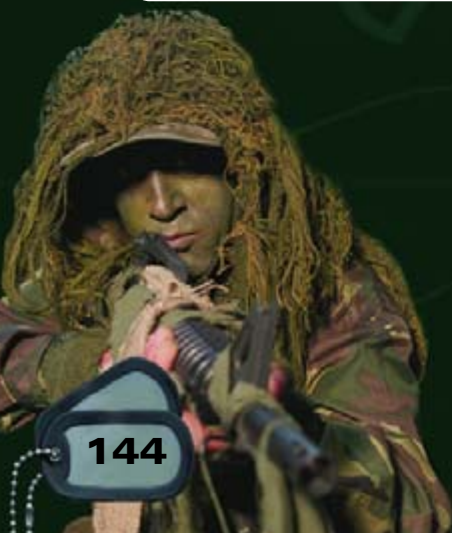


An enemy takes aim from the nearby deck.

Cross to the arched gangplank and focus down on the next ship. You will probably spot an enemy immediately on the right side (or he'll alert you to his location with a couple of potshots at your head). He's a relatively simple shot out on the open deck.



Look out for an ambush from the stairs.





The second enemy, though, could prove costly. He will fire at you from a hiding spot beneath the deck. He can hit you and your only shot is through the narrow gap at the top of the stairs. Unless you've got your shot down, you may have to rush your rifleman down and challenge one-on-one. The other option is to loop around to the back of the ship and tackle the rear stairs for a sneak attack, but this takes time and may open you up to other attacks.

MAP LOCATIONS #8 & #9



The final two enemies on the western side fall.

From location #8, without exposing yourself too much to the enemies on the boat location #14, head toward the east and scoot past the small ship to the big one around location #9.

As soon as you come up on the ship, expect an enemy to shoot at you from either a prone position on the deck or from the back corner. The enemy won't give you more than a single shot before he starts ripping apart your team. Duck back down to the small ship if you can't handle him right away.

The second enemy will usually wait inside the cabin corridor. Don't let him surprise you, so tread carefully when crossing the open doorways. If you get into a really close combat situation, hold down the trigger and hope one of your bullets strikes true or ricochets into him a split-second before his find you.

MAP LOCATION #10

Team Bravo takes out the first eastern boat enemy.



It's time for Team Bravo to see some action now. While Alpha holds the fort just before the last boat on the western side of the ship maze, Bravo will clean up the last two boats on the eastern side. A single guard stands by the gangplank to the rest of the boats, so trim him down to size before proceeding on to greet the rest of the enemies.

MAP LOCATION #11

Mow down the two enemies on the southern side of Bravo's first boat.



Past the first dead enemy, his two companions set up an ambush at the corner of the boat. Hiding at both back corners of the boat, at least one of the enemies will get shots off at you. If you engage one, the other opens up regardless of the potential damage he could do to his companion. Your solution: shoot one of the corner guards and then expose only a small portion of yourself as you fire along the cabin wall to hit the second target.

MAP LOCATION #12



The last enemy on the first boat hides between the two cabins.

Unless Bravo sweeps this first ship, you would think all is accounted for. However, there is a single enemy left. He hides between the two cabins and can only be seen from the southern side. Whether you pass through the middle or walk along the southern deck, he will try to pop one of your men with a single kill shot. Don't leave him there or he'll join forces when you assault the next boat.

MAP LOCATION #13



While tackling the final eastern boat, watch that an enemy doesn't slip up the side from another boat.

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You have two more enemies to go before Bravo can reunite with Alpha. These two should fall somewhere around location #13, though sometimes one of the enemies wanders down onto the small boat to the northeast. There's a lot of open space between the gangplank and the cabin, so close that quickly and then circle the cabin for shots at the two enemies. Rush them quickly and you should get off some quality shots before they can return fire.



The last eastern side guard should fall if you hit him in force.

MAP LOCATION #14

At the top of the gangplank, a single enemy fires at anyone showing their face.



You're last ship on the western side will be the toughest to seize control. Four enemies traditionally guard the deck (more if you didn't finish off the pier team with your first sniper shots). You can attempt to run the boat with just one team if you're feeling confident, but it's probably better to wait till Team Bravo sweeps the eastern end and hooks back up with you.



Roll around to the north and pick off the remaining guards stationed around the last boat.

Set up Bravo to fire from the lower boat and climb the gangplank to the last boat. Unfortunately, it won't be a cakewalk—there's a single enemy in the cabin corridor who will blow away the first unfriendly face he sees. You can toss a grenade up there to end that threat or try to nip him with a precision shot as you climb the gangplank.

When he falls, bring Bravo up behind you and watch the southern half of the boat. No one can sneak up on you this way. Slide Alpha around to the north and pick off each enemy as they pop up. Switch over to a support soldier if the enemy gives you a hard time and lay down some serious lead.

JUST SAY NO TO DRUGS

Up on the docks, you'll battle through hidden enemies and long-range snipers. When you reach the drug canisters, a demo charge or two will put an end to the MFLC's drug trafficking. It's like cutting off a hand, and now you just have to go for the head—Marco Abreu.

TIP

Eliminate the sniper teams before attempting a rush along the docks.

MAP LOCATION #15

Look down the dock for opportunity shots.



The docks should be yours now. You don't have to fuss over ship combat anymore, but it won't get any easier on the docks; there are just as many guns looking to aerate you here. Whenever you take your sniper out for recon work, look for as many long-range shots to thin the enemy ranks.



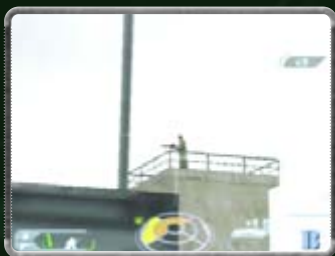
Stop the two-man patrol before the rest of your team comes up on the pier.

First up, a two-man patrol should be heading your way when you arrive on the pier. They usually walk along the waterfront, between the sniper crane and the pier shack. With no cover out on the pier, shoot them as they approach, rather than let them get set up.



The second sniper goes down with a single shot.

Now swing to your left and zoom on the far crane. The enemy snipers like their cranes, and this second sniper sits on a balcony just like the first one. Shoot him now or he'll be a thorn later as you move down the docks.



Zoom on the third sniper in the corner and cut him down so you can navigate the dock area around the drug canisters.

The third sniper doesn't stake out a crane; he stands up on the tower in the very southwest corner of the map. He won't shoot at you until you cross to the southern dock, so you have a free chance here to end his reign of terror before it begins.

MAP LOCATION #16

One enemy hides behind the pier shack.



You want to seize whatever defensive cover you can find, and the first place should be the pier shack several yards in front of you. A single enemy hides behind the shack and faces the east to catch anyone cutting across the docks with a bullet in the back. It's a good idea, so you'll circle behind him from the west (your right facing the shack) and take him up on his practice.



A three-man patrol tries to sneak up on you.

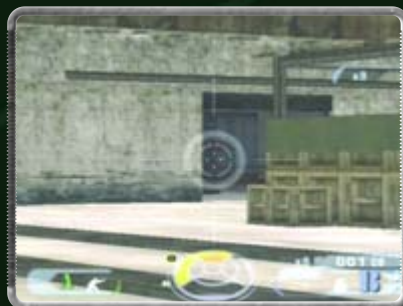
With some cover under your belt, you can take things slower. Look down the docks and make sure no patrols have advanced on you. Once they hear firing, two separate three-man patrols like to creep forward to get shots at you. Your sniper range is longer than their assault rifle range, so you have the advantage so long as you stay aware.

MAP LOCATION #17



The tower above the drug warehouse looks deserted until you peer closely.

Your third sniper comes next. From the shack head south to a stone barricade in the middle of the dock. If you peer straight ahead, you'll see a tower that looks deserted. It's not. The sniper waits up there until you advance a little farther. You want to step to your right until you see his silhouette against the blue sky and then take him down.



Don't miss the drug canisters in the side warehouse.

The next warehouse to your right (location #19) holds the drug canisters you've been sent to destroy. Before you get that far, double check that no enemies have moved toward you on the south dock and quietly creep into a better position.

MAP LOCATION #18

Slide out to gain an angle on the exterior drug guard.



Slide out to location #18 with your focus solely on the area in front of the warehouse. A single enemy hides in the shadows and will gun down the first person to charge toward the drug canisters. Your sniper should finish him once you know he's there.

MAP LOCATION #19



A single enemy guards the back of the drug warehouse.

Proceed toward the drug warehouse entrance and watch for one last enemy. He lingers in the back of the warehouse and hopes that you won't see him until it's too late. Snipe him from a distance and all is fine.

Plant the demo charges on both drug trailers to secure the second mission objective.



Switch to your demolitions expert and bring Bravo up to the present position. Once the demo expert plants charges on both trailers inside, you complete the second mission objective. Now all you need is one more sniper and Marco Abreu to finish off the mission.

THROUGH THEM ALL

Abreu will not come quietly; he will throw every single one of his guards against you before submitting. So prepare for the long haul as you plow through the dock enemies to reach the abandoned office building in the far corner. You probably won't make it to the end with all your men intact.

TIP

Abreu hides inside the last building so you can launch grenades and rockets without risk of harming the prize.

MAP LOCATION #20



Hammer the enemies behind the south dock crates.

With the drugs destroyed, set one of your teams prone in the middle of the dock. They will serve as cover fire as the second team advances down the remainder of the dock. Take this team out to the area below the sniper tower and look for new enemies.



Two enemies pour out of the next warehouse area.

If you've dealt with earlier three-man patrols, your only worry will be the four terrorists holding up by the next warehouse. Two of these enemies will rush out at you when you come into the range (sometimes it's three enemies if you didn't fully wipe out a previous team). Between Bravo's cover fire and your sharp skills, these two should be mincemeat immediately.



Be patient with the last two warehouse enemies until they show themselves.

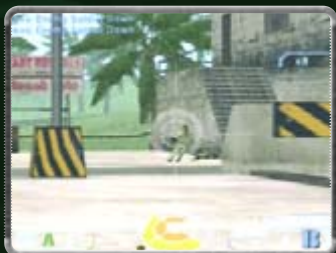
The last two will stay put and try and react off your next move. Wait for them. Eventually, they will appear from behind their protective cover and you won't have to risk someone going in to clear them out.

MAP LOCATION #21



Sweep both sides at the end of the dock for enemy activity.

Break out your sniper one last time and sweep the far end of the dock for enemy activity. You should nail a few enemies since they haven't had time to locate your position yet.



Just when you think it's all clear, more enemies pour out of Abreu's hideout.

Even when it's "all clear," be on guard. When you reach the perimeter of Abreu's hideout, more enemies will pour out of his door and attack. Knock off as many as you can with your sniper. At the very least, keep them pinned down so they can line up any good shots on your guys.

MAP LOCATION #22

When the sniper has done his job, switch to a support soldier or rifleman and charge in for the final cleanup. With just two or three enemies cowering behind the concrete, it won't take much to subdue them all.



Don't be afraid to send a support soldier in to engage the last few enemies.

MAP LOCATION #23

Head up the steps outside the last building and go pick up Abreu. If the door isn't open, then some of his guards may be ready to take your head off inside. Feel free to spray the front of the door, but don't shoot too far into the right side of the room where Abreu kneels.

Yank Abreu up and call in the rescue choppers. It's another job well done, and you've got to catch some shuteye before the next mission sends you after enemy armor.

Grab Marco Abreu so your superiors can question him.



MISSION 14: SILVER SPIDER

Marines are generally reliable, so you'd think this mission a walk in the park. The plan was to meet up with a marine unit and the two of your teams would tackle an enemy SAM site together. Blow up the surface-to-air launcher, wipe up the resistance and return home by dinner for a round of wings. Then the marines got themselves captured and it's a mess. It's the same plan, except now you must rescue the marines too and do everything yourself. As usual.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- X Special Objective

MISSION CONDITIONS

MISSION NAME: J06 Silver Spider

DATE: September 11, 2010

TIME: 8:30 P.M.

LOCATION: Meta Department

TERRAIN: River

WEATHER: Sunny

ITEM REQUIREMENTS: Rocket Launcher

HIDDEN SPECIALIST: Olivia Pascarelli, Support (Weapon 7, Stealth 3, Endurance 5, Leadership 6)

OBJECTIVES

1. Rescue Marines
2. Destroy SA-133
3. Reach The Extraction Zone
- X.** No Casualties (unlocks the hidden specialist for the next mission)



BRIDGING THE GAP

Want to cross the river? You've no choice but to take the bridge, and doing so is a dangerous game. Out on the expanse over the river, anyone can peg you—there's nowhere to hide. You have to trust that your sniper has sharp eyes.

TIP

Before crossing a bridge, scope out both shores to ensure you don't get ambushed in the middle.

MAP LOCATION #1



Work across the starting plateau to the nearby boulder and cactus strand.

You start out on the northern plateau with nothing but tumbleweeds and a lone cactus strand around. Turns out, you want to head straight for that cactus. Just past the cactus the ground slopes down toward a bridge and two enemy teams. Plant yourself in a good firing position at the cactus area and take advantage of the elevation.



The three-man patrol will charge up the hill at you. Their mistake.

The first three-man enemy team begins near the big, flat boulder by the bridge. If they would just stay put, they could cause you problems. However, they're an impatient group and will slink up the hill once they spot your incursion. Drop prone and shoot them down as they come up. Sometimes one will stay back; if he does, you may have to send someone down the hill to sweep around and surprise him.



A backup enemy team will support the first team.

A second three-man patrol supports the first from the hill behind the bridge. They will stay in the brush and fire as you descend toward the first team. Scope the area out with your sniper and remove as many threats as you can. You may want to keep the Alpha sniper on the area and send Team Bravo down to the boulder by the bridge. When the enemy has thinned to one or two, you can afford to send a close-combat team in.

MAP LOCATION #2



Catch the second enemy team emerging from the weeds.

With one team pinning the bad guys at long range and a second fireteam rushing in to stir up the brush, the enemy can't last long. Sweep through the brush and do a headcount for three. When your threat indicator has cooled, it's safe to plan your bridge assault.

MAP LOCATION #3



You can't cross the bridge without taking some shells from the local two-man patrol.

The river span stretches too long for a reliable sniper shot, and you certainly don't want to alert the other side before you cross the long bridge. What do you do?

Send your team slowly across the bridge. Still in control of the sniper, zoom and watch the two-man enemy team guarding the exit point. Time your approach for when their backs are turned and they're not watching the bridge.

Once you've closed some distance, when the enemies eventually turn their attention back to the bridge, you will have a much stronger sniper shot. Steady on one of the enemies and pop him, then try for the second one. So long as the second enemy doesn't retreat to a cover spot with access to the bridge, you should cross the rest of the bridge without incident. On the other side, either angle out with your sniper to find a shot on the remaining enemy or send in rifleman to intimidate him with some gun barrel.

MAP LOCATION #4



Intercept the two enemies by the rock outcropping southeast of the bridge.

Two more enemies will wander in from the east. If you time things right, you should have their buddies taken care of and everyone safely crossed and hidden. They should just stroll into your ready guns. Sometimes things go sour, though, so prepare to hunker down behind the rock outcropping southeast of the bridge and fire from either side. You with cover and the enemy without makes for good survival odds.

Head west to circle around the plateau to the second bridge.



MAP LOCATION #5



Another enemy team guards the top of the second bridge.

You have a little more time with the rebel group. At the plateau corner wait for the three-man team to walk into view. Their route exposes two of them, with the third behind the far corner and out of sight. Fire on the first, then swing your sights on the second enemy, who will probably duck for cover near cliff wall. Angle out if you need to get a better shot at rebel number two.



These enemies don't run and hide—they come right at you.

The third enemy returns fire from in front of the bridge. Continue sliding out into the plateau and zooming on the area near the second bridge. When the enemy comes into view, he'll fire at you and it's a contest of who's the better marksman.

MAP LOCATION #6



It seems like a mile to other side of the second bridge.

The second bridge's expanse is even greater than the first. You'll have to cross as fast as possible to avoid trouble, so rise to a standing position and run like the wind. Don't forget to drop back into a crouch on the other side.



Unexpected trouble shows up at the bridge. Trigger off a few bursts to silence the problem.

A two-man patrol circles the far side of the bridge. The majority of their time is spent on the other side of the plateau, out of sight. Ideally, you'd like that to be the guess on your crossing, but they may show up. Be ready to trigger off a few bursts if they get close.

RESCUE 911

The captured marines don't have long to live. The MFLC won't take kindly to their higher-ups, Lever and Abreu, sitting in U.S. custody, so expect the marines to meet a nasty fate unless you can spring them in record time.

TIP

If there are still enemies on the outskirts of the rebel camp, leave the marines safe and sound in their tent. You don't want a stray bullet hitting them in combat.

MAP LOCATION #7



Catch the first camp guards unaware.

The marines have been prisoners long enough; it's time for some liberation. The plan will be to infiltrate the tent encampment from the northwest passage and take it right to the enemy before they can regroup or mount a concentrate attack.

First, though, you must disable the three-man patrol that guards the northwest passage. Against the brilliant sunset background, you should spot all three enemies. Snipe the one who's most exposed, then start sliding along the beach to get the angle on the other two. You might find one of them nestled up against the wall for cover or farther back toward the campgrounds. Continue forward, moving slowly so you don't lose your zoom, and puncture the remaining two.

MAP LOCATION #8



Zoom on the guard tower and the enemy sniper within.

Move up to the downed three-man patrol spot. From here, you have a clear view of the guard tower on the other side of camp. Zoom in on the enemy sniper and remove him from the picture with a flick of the trigger.



If a guard comes to explore the noise, blast him with your last few sniper bullets.

Stay put for a second and scan around with your sniper. If any of the camp guards venture out to see what all the noise is about, take them out with the sniper. Bring Bravo up to share in the cover fire and switch over to your close-combat expert, the rifleman.

MAP LOCATION #9



Take your rifleman into the camp and take numbers.

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Hug one of the nearby tents and send your rifleman into the rebel camp. There should be three enemies floating around the central area, and there's no telling what direction they'll be in. Keep alert and on a swivel—if you see movement, turn and fire.



Penetrate the center of the camp and eliminate the guards holding the marines hostage.

Most likely you will stumble upon two foes at point-blank range. Fire and move in a direction that will give you the best chance of survival—either away from their aiming barrels or back to cover spot behind you. You may have to circle around several tents to get the best angle on any remaining enemies.

CAUTION

Tent flaps will not protect you from gunfire. Conversely, you can fire through the sides of a tent and down the enemy inside.

MAP LOCATION #10



Support your rifleman with some timely backup.

Your rifleman shouldn't go it alone. As soon as he runs into trouble, drop him into cover and toggle to another soldier. Your sniper might pull off a quick shot across the camp on a now-exposed enemy, or a second rifleman might flank one of the tent enemies and finish him off.

When the camp guards aren't putting up a fight, move both your teams into the circle of tents.



When you can see the campgrounds and they appear clear of immediate danger—including the lone enemy guarding the marines in the northwest tent—bring both Alpha and Bravo into the encampment. If enemies attempt to retake the camp now, they'll have six different sharpshooters to contend with.



Watch for the patrols on the plateau outskirts.

Send one of your crew to release the two marines and complete your second mission objective. Remember, they're in tow now, so you can't charge into a hive of enemies and expect the mission to continue. You should keep them with Bravo so that they don't see the brunt of the action.

Rescue the two marines in the northwest tent.



MAP LOCATION #11



Escort the marines out of the tent. You'll take a bullet for them in necessary.



Most of the bad guys have packed it up by now, but there are some reinforcements on the way. Ever since you triggered the alarm in camp, the rebels have called for some extra help. You don't really want to stick around and fight a whole new crew, so load up a missile and take care of that SAM. You have just enough time to escape without much more mess.



Your demo expert lines up the perfect shot on the SAM.

Exit the tent grounds for an unobstructed alley to the SAM. It won't fight back, so you can get as close as you like to deliver the killer blow. Just don't get caught in the blast radius. When the enemy armor goes up in flames, you've completed the first mission objective.

DUSTY ROADBLOCK

The rebels went through all the trouble of setting up a roadblock to catch you in a crossfire. The least you can do is show up and ruin their party. In a race against time and enemy reinforcements, you must best a sharpshooter on a hill and a savvy enemy death squad to get out of the mission alive.

CAUTION

One mounted machine gun can rip through your whole team. No matter what's going on around you, that gunner becomes your priority.

MAP LOCATION #12

Another three-man patrol has to go down for you to escape the camp plateau.



Head toward the slope on the southwest corner of the camp. Three enemies patrol up and down this hill, so prepare yourself for a short battle. In your haste to escape the camp, you don't want to sneak around—just move in that direction and fire on them first in force.



The MFLC has set up a roadblock to keep you penned up.

If you look down in the basin ahead, you'll see a roadblock at one end. Fortunately, you don't have to go through this roadblock; there's a path up the slope to its left, and the extraction zone lies atop that plateau.



The machinegunner on the hill can hit a dime from up there.

Unfortunately, a lone machinegunner with the accuracy of William Tell surveys the whole basin. Try and run across that open space and he'll chop you to pieces. Your only chance is to break out your sniper and gun him down from a distance. If you're missing your sniper, you might be in trouble because your rifleman's range is the same as the machinegunners.

MAP LOCATION #13



The path leads up to the extraction zone.

Assuming you're not Swiss cheese now, continue through the now-undefended basin. Cross to the path and stop at the bend which curves up to the top of the plateau. You need to prep before walking into the enemy's final ambush.



The final enemy group controls the plateau summit.

Reload and call forth your best rifleman. The three enemies control the high ground and won't come down the hill. They lie in wait for a shot that will send you to your grave. To avoid this, you'll have to be very quick with the trigger.

MAP LOCATION #14



Move up the hill, guns blazing, to take down the three enemies.

Inch up until you can see the first enemy against the sunset sky. Take a shot if you can, but the enemy will probably drop back and wait for you. Keep inching up if you can, and if the action slows to a crawl, shoot some bullets up past the rise and get the enemies hopping mad again.

At some point, you'll have to advance far enough to get some shots off at the enemy's sunset silhouettes. Of course, that means you're exposed as well. Hopefully, though, your companions will back you up and the combined arms will drive the three back.



A three-man patrol defends the front of the extraction zone.

Up on the plateau, look straight ahead for the big rock in the center. A three-man patrol crosses back and forth here, in front of the extraction zone. Drop prone and aim on the center enemy. When you shoot him, his companions will spilt off to the left and right searching for cover. Blast them by the sides of the rocks they claim as home base.



MAP LOCATION #15

A second three-man patrol will assail you from behind the extraction zone.

You're going to be sorry if you just plunge ahead into the extraction zone. A second three-man patrol assails you from the rocks behind the extraction zone. One lucky bullet into one of the



marines and your mission is kaput. Call upon your sniper one last time to rip into the enemy and clear a path to the finish line.

Bring both team and your pair of marines to the finish line.

Controlling the plateau means you've beaten the odds and crossed the whole map more or less intact. Make sure the marines are still with you and cross to the extraction zone. With the SAM out of commission and another three dozen enemies in the grave, the war effort against the MFLC is going well. But don't get too cocky. After all, things are only as good as your last mission.



MISSION 15: WHISPER SHADOW

The MFLC's main prison is going under the knife. Choppers will be dropping you on a surgical strike to cripple the facility, blow up its armory and liberate its prisoners. Unlike other stealth missions, the enemy will know you're knocking on the door right away. Because command isn't sure what the terrorists will do, you want to free the prisoners as fast as you can so they don't end up dead at their captors' hands. Backup is on the way, so you can punch in and punch out and not have to worry about cleaning up every last enemy.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- ✕ Special Objective

MISSION CONDITIONS

MISSION NAME: J07 Whisper Shadow

DATE: September 28, 2010

TIME: 7:45 P.M.

LOCATION: Huila

TERRAIN: Prison Camp

WEATHER: Cloudy

ITEM REQUIREMENTS: Demo Charge

HIDDEN SPECIALIST: None

OBJECTIVES

1. Rescue Both Hostages
2. Place A Demo Charge In The Ammo Dump
3. Reach The Extraction Zone
- X. No Team Casualties

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TANK COMMAND

You've never seen this many tanks in your life. One whole yard of the prison complex is full of them. It's a good thing they aren't all active or you'd need a platoon to dig out the hostages. All you need to do is wipe out the annoying enemies who might one day climb into one of those pieces of armor and start it up.

TIP

Air support nukes the tank at the mission's start, but don't expect any more help.

MAP LOCATION #1



Things get hot right from the insertion zone.

When command said they were dropping you into an active zone, they weren't kidding. Less than 10 seconds after you arrive, the prison guards send a tank to set you straight. You have a demo expert along, but he's packing demo charges to destroy the ammo dump when you reach it. He's got nothing for a tank that wants to shove sandbag-sized shells down your throat.



Air support wipes out the enemy tank closing on your position.

Lucky for you, air support hasn't abandoned you. A few choppers fly in and napalm the tank and its surrounding ground force. So, you don't have to mess with a tank and its elite guards, though you will have to deal with the remnants and any prison guards that decide to pour out of the main gate.

Set your sniper to work on the stunned enemies left behind by the air strike.



Without the pressure of that tank breathing down your neck, set up your Alpha sniper. A few of the enemies are stunned from the air strike, so don't waste time and draw crosshairs on each one. Between your sniper and the supporting fire from Alpha and Bravo behind you, the entrance guards shouldn't stand for long.



Send your sniper out to the road to get a better shot at the enemies alongside the tank.

When you don't see any more movement around the tank, slide your sniper north to the road so you can see on both sides of the tank. None of the nearby guards have sniper rifles, so your range is much greater than theirs. Use it to your advantage and zoom into the actual prison yard and weed out some more enemy soldiers.



Bring down any enemy trying to exit the yard.

Some of the bad guys will take the wall between the watchtower and the tank. From that corner they can return fire effectively against both Alpha and Bravo as they sit now near the insertion zone. Don't let them set up. Snipe in there and drop each and every one that sets foot on the dirt road.



Plug the guard joining the fight from the watchtower.

As a parting shot, zing the tower guard who opens the door and comes out to join the fray. No sense in letting an enemy that close get off a shot. If the door doesn't open, you'll have to kick it open and go in after him.

MAP LOCATION #2

Send your rifleman on a mission into the watchtower.



Switch to your rifleman and cut across the outer grounds to the watchtower door. The enemy should be dead by now; if not, expect him on the stairs defending the tower and go in with safety off.

MAP LOCATION #3



Secure the tower with your rifleman, then bring in the sniper for some yard work.

Send your rifleman up to the tower and scour the stonework for any signs of enemies. Once it's clear, bring up your sniper. From the tower, you can view most of the inner yard, and you want to thin the enemy ranks before proceeding on foot.



Assassinate the grounds guard and the one wielding the mounted machine gun.

Walk the sniper into the inner corner and survey the grounds to your left. You should spot a single guard out in the grass (maybe two if the death toll around the tank wasn't as high as could be) and another behind him in a machine gun nest. Punch a hole through the closer guard, then zero in for a pinpoint shot on the machinegunner. You can't let these two survive another minute or they'll cause you grief when you hit the yard later.

MAP LOCATION #4



Cross out into the yard and use the machine gun nest as cover.



Follow the tower stairs down into the yard. Based on your sniper work, there shouldn't be anyone waiting for you right outside the door. Your target is a short distance away: the abandoned machine gun nest. If the enemy can use it against you, then there's no reason why you can't use it against the enemy.

TIP

Tired of your normal weapon? Jump in a machine gun nest and man the mounted machine gun.



Pop the enemies on either side of the nest.

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Keep on your toes now. You could have enemies coming from either direction. Normally, three more enemies will have found defensive positions on the southern section of the yard. Sometimes, it's less (the enemies might have gotten caught by your sniper earlier). If they're around, expect them by the buildings along the south wall, especially near the back corner.

On the northern side, enemies from the tank area might drift down to shoot at the nest. With four enemies spread out among the rows of tanks, you need to consider any direction a threat.



You may have to abandon the machine gun nest if you want to silence the few guards left in the tank area.

If you clear the southern side, and there's still some work to be done by the tanks, send one of your rifleman up to flank the tanks on the eastern side. While your sniper keeps them busy in the machine gun nest, the rifleman can look for shots from the side. You will cut away the resistance one by one.



Weave through the tanks with your rifleman to eliminate the four tank enemies.

OUT OF AMMO

On your travels to free the hostages, you might as well stop by the ammo dump and rig it with some fireworks. Though lightly guarded, the enemies at the ammo site aren't taking a dump; they've got a plan that might cause a headache or worse when you get there.

TIP

Flick to night vision if anywhere on the map gets too gloomy to see clearly.

MAP LOCATION #5



Abandon the machine gun nest and advance toward the next tower. Make sure no enemies emerge from the barracks corner.

When you're reasonably sure the enemy has vacated this side of the prison, you can break cover from the machine gun nest. Look in the southwest corner of the yard. Enemies like to hide behind the last building and will sometimes pop out and surprise you.

MAP LOCATION #6



Mount the second tower's steps to see into the next yard.

Cross the yard and head for the next watchtower. It divides the two main yards and can serve as another staging ground for your assault on the next half dozen enemies. Climb the stairs carefully. You won't have an enemy on the top platform, but you will have some in the yard to the west who can take a shot at you stay in plain sight.

MAP LOCATION #7

Eliminate the guard at the house's back corner.





From the tower platform, scan for your closest target. It's probably a guard straight out in front of you, near the tables or machine gun nest. Either that, or you might find an enemy at the back of the house. Whichever comes into your arc of fire first should be the one to go. You can't afford two enemies to fire directly up on the stairs.



Before the wandering guard can lower the boom, send him your own bang.

With one down, the other should go for cover. Take this opportunity to swing to your right and gun down the lone guard in the northern section of the lawn. He will advance on your position if you don't, and the closer he gets, the harder the shot for you up on the stairs. You really don't want to battle with him when you descend the stairs—you might end up with a dead team member that way.



Don't let the last enemy crawl into the machine gun nest.

With two down, switch your attention back to the last enemy. If he's the enemy by the back of the house, he probably retreated out of sight; he'll pop back up at the corner eventually, and you can nail him then. If he's out on the lawn, odds are he crawled toward the machine gun nest.

Don't let him get position there. He gains great defensive cover and an open shot (with a potential machine gun) at the stairs. Your whole fireteam would have to pass through his hail of bullets. Try to catch a piece of the enemy before he reaches the nest, or send your rifleman out to hunt him down. With this attention on cover, you should sneak up and whack him in record time.

MAP LOCATION #8

Climb the small hill to the ammo dump section.



Forget about the southern section of the prison for now. Head north and up the steep slope to the ammo dump area. As long as you've dealt with the enemies behind the house, there should be no enemies in this section to deal with, though you don't want to step too far out at the top or you'll run right into the enemy ambush set up for your eventual arrival.

MAP LOCATION #9



The first ammo guard looks to dismember anyone who steps foot past the opening.

One step out into the ammo dump yard and it could be a bad situation. The rebels have two possible ambushes set up for you.

The first puts one shooter to your immediate left in the corner. When you step into the yard, he fires at the point person and looks to take down more. Advance on him and the second enemy, in the shadows by the ammo dump door, cuts you down from the side.

You can beat this strategy by taking on one guard at a time. Instead of stepping out like normal, face the wall and do a peek maneuver to lean your gun out into the yard. Fire a burst at the corner guard and duck back. Repeat until you have him down. Then you can go after the guard in the shadows just like you would any guard with a decent defensive position.



The second guard stands in the shadows to punish a foolish rush at the ammo dump door.



The second ambush scenario has the two guards by the ammo dump door. This one's a little easier, since you can usually nab the one guard from the slope and slide out to set your scope on the second enemy. A well-timed grenade also puts a damper on their plans.

MAP LOCATION #10



Plant the demo charges and bye-bye extra ammo.

Walk toward the western building and open the door. There should be no more guards if you've vanquished the first two, so enter without paranoia. Plant the demo charge on the ammo stockpile and complete the second mission objective.

RUN. TWO. THREE

Getting the hostages might be the easy part. Should you manage to free the prisoners without any wounds, it's not a given you'll return back to the extraction zone untouched. The enemy guards outside the prison want to keep you in at all costs.

CAUTION

There is only one main entry point to the prison. Lose that to the enemy and you can't get out.



MAP LOCATION #11



Cut back past the machine gun nest and head for the stone wall.

Retreat to the lower prison yard and regroup at the machine gun nest. If you haven't done so already, call both teams to your present position. Depending on the enemy patrol route, you may find one of the guards up on your level by the stone wall. Needless to say, don't wait around for the enemy to announce his arrival.

MAP LOCATION #12



On the road an enemy slips out from between the wall and the first house.

Send Alpha toward the stone wall that runs along the hill before it slopes down into a small town street of sorts. The road runs straight the middle of barracks town of six buildings. From the wall, you should have some cover to deal with the two or three enemies on the lower level.



The second enemy hides between the first and second house.

Two enemies will attack you from the left side. The first comes out of the shadows along the first house. You can spot him moving even before you reach the wall. You want a piece of him, since has a better angle on you and might zing some shots past the wall. The second enemy, who emerges from the gap between the two buildings on the right side, will fire relentlessly until you've managed to quiet him down.



If you haven't killed a guard near the wall, you may find another enemy down in the town street area. Scan for motion, and when you feel confident that you've cleared the area, move on.

MAP LOCATION #13

Jump from porch to porch for maximum cover.



Stick to the right side and hop up on the first building porch. Use the porches up the whole right side as cover. You do have some enemies to deal with on the hill ahead, so porch roofs serves as nice protection against unruly bad guys.



Bring out the sniper to clip the next set of guards at range.



Switch to the sniper and zoom on the base of the hill before the sloping hill. Two guards, one to either side of the road, blend in against the stone background. Don't lose sight of them. You want your sniper to pierce them each with a bullet to the heart. To move farther, you must snuff these two enemies.

MAP LOCATION #14



Two or three enemies may converge on the road to try and stop you.



Two more enemies patrol the top of the hill and the yard beyond. If the shooting is loud enough, these two enemies will reinforce and attack from the superior ground at the top of the road. To combat this move, send your sniper to the last porch and battle them at range.

MAP LOCATION #15

Cut down the charging enemy unless you have plans to join his companions in a long rest.



Switch back to your rifleman as you climb the road to the prisoner section. You may face a sudden charge by the two-man patrol up here, so guns should be at the ready.

MAP LOCATION #16



Check the barracks grounds for enemy activity.

Before you can converge on the first barracks to rescue hostage number one, the enemy might fight you at the prison yard. If the two-man patrol hasn't shown up on the road, they'll be here—one along the barracks front side and the second back by a parked jeep. The barracks guard will try and send a bunch of bullets into your flank; the jeep guard will use his vehicle as a screen and take random shots at you from cover. Both must go before you can rescue the prisoners.

MAP LOCATION #17

At the first barracks, open the door and expect an ambush.



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Expect an ambush at the first barracks. Usually only one guard stakes out the inside, but he'll be all over the door opening. Sometimes the guards will double up in a barracks, which means both prisoners are held in that same room. You can't clear the room with a grenade (you may wound or kill the hostage), and you should watch a full-auto barrage too. This is one of those times when you move quickly and send a soldier in to take out the enemy before he shoots you.



Rescue the first hostage for the barracks.

Once the guard lies sprawled on the ground, run over to the hostage with one of your backup soldiers (like the support guy) and help him to his feet. Remember to protect your hostages at all costs.

MAP LOCATION #18



Dispatch the second barracks guard and rescue your last hostage.

The second rescue attempt is almost a repeat of the first. The only difference is this guard gives you a little more leeway to open the door and shoot at him. You need a precise shot, though, or you'll strike the hostage.

MAP LOCATION #19



If both hostages are following you, retrace your steps to the main gate.

Ready for the big run? Retrace your journey all the way back to the original blown-up tank by the front entrance. Make sure that Bravo follows you to the spot. You don't want to go outside yet or you'll trigger the enemy's nasty surprise prematurely.



Call both teams to a powwow behind the blown-up tank.

You may have thought you cleared out the insertion zone earlier, but you didn't count on the added backup. The prison has added eight new enemies to the encounter, and they congregate at the gatehouse by the main road (directly out in front of the blown-up tank). You can't exactly sneak by them with two hostages in tow and only one exit.



Reinforcements make leaving the prison a difficult prospect.

Take control of your sniper again and drop prone. Crawl along the tank until you reach its front tread and take aim on the eight new enemies. Let the shooting begin.



Once the action starts, keep shooting till the reinforcements are down or outside the complex hiding.



Fire, reload, fire and reload again. You want to pick off as many as you can in the few seconds of chaos that follow the initial shot. The enemy will disperse and most will seek shelter behind the gatehouse. The outer yard is too far for them to cross, but anyone foolish enough to try will bite the bullet.



To stave off the enemy flanking you, send a rifleman to flush out the rebels still behind the gatehouse.

Wait about a minute or so and take out any other guards that pop up for return fire. When things have settled, transfer to the rifleman and angle out across the lawn to see if you bring any stragglers into view. You may have to get real close to the outer chain-link fence to fire on the last few enemies. Go ahead and do it. You can't afford them shooting you in the rear.



If you missed anyone with the rifleman, your sniper can hang out in the rear and stop any trailers.

Even so, make sure you keep an eye on the gatehouse area as you bring both teams around the tank and down along the wall toward the extraction zone. If any remaining enemies attack, drop them with a long-range shot from your sniper.



Send both teams southwest toward the extraction zone on the other side of the trees.

Rush down to the corner of the prison and then head due southwest through the copse of trees. The extraction zone rests near the southern wall of the prison.

MAP LOCATION #20



One last sniper tries to cut you down at the extraction zone.

It's not the end of the mission, though. If you settle back into complacency, it may be the end of your hostages. The rebels have left a single sniper to guard the extraction zone. You can't see him from your route to the extraction zone—he sits outside the fence at the very southern tip of the map. Rest assured his bullets can hit the ground in front of the extraction zone as you think you're home free.

Send your sniper ahead of the two teams and zoom in on the brush directly south of the extraction zone. Scan along the chain-link fence until you spot the assassin and end his party.

Now that you've shut down the prison almost single-handedly, there really won't be much mopping up to do. You would appreciate a cold one and a shower, though.



MISSION 16: EAGLE CLARION

How fitting that the grand finale comes on a mountaintop. But before you get there, you must defend a U.N. encampment in the valley below. After you've stopped the surge of the enemy ground troops, you'll trudge through the hills after two missing pieces to a very deadly puzzle. Eventually, you'll work your way up to the summit and end the MFLC's final play at global terror. It's your last mission, so don't hold anything back, and dare we say it—everyone's expendable to get the job done.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- ✕ Special Objective

MISSION CONDITIONS

MISSION NAME: J08 Eagle Clarion

DATE: October 13, 2010

TIME: 10:00 A.M.

LOCATION: Caqueta

TERRAIN: Mountainous

WEATHER: Rain

ITEM REQUIREMENTS: Demo Charge

HIDDEN SPECIALIST: None

OBJECTIVES

1. Defend the U.N. Encampment
2. Recover The Intel and Decryption Key
3. Transmit The Code
4. Destroy Radio Tower



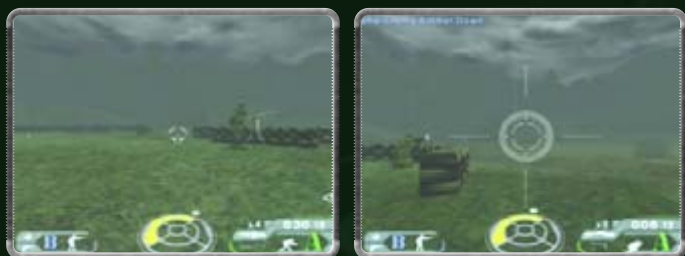
DEFENSIVE SHELL GAME

The best defense is a good offense. It may be a reversal of the traditional sports saying, but it fits while defending the U.N. encampment at the beginning of the mission. Blast enough bad guys and the U.N. peacekeepers can rest easy in their tents while you pursue the rest of the rebels.

TIP

Bring both your teams up to the U.N. sandbags and spread out your firing arcs to maximize enemy casualties.

MAP LOCATION #1



Bring your teams up to the sandbags and prepare for the enemy assault.

You don't have much time to plan at the start of the mission. The U.N. encampment stands before you and it's surrounded by enemies. About 10 seconds after the mission begins, the first enemies will assault the U.N. forces. Left unchecked, one or more of the U.N. peacekeepers will go down and the objective will be lost.



The enemy comes down in jeeps and on foot through the hills.

You don't want that, so send both your team up to the sandbags on the outskirts of the camp. Plant one of your teams on the western side and one on the north. The enemy divisions come down from these two gaps: five enemies from the west and four from the north. Each rides a jeep and carries enough firepower to lay waste to the encampment if you're not careful.

Eliminate the two-man team on the north slope.



Control your Alpha sniper and monitor the north side. The jeep and his driver will motor on down close to the encampment, so you want to snipe him before he can get out of the vehicle and launch an attack at close range. The second two terrorists take a slower path—they shuffle down the hill, bouncing from tree to boulder in an effort not to be seen. In the fog, it's very difficult to see, but as soon as you spot them, take the shot before you lose them again. The last terrorist hangs back and uses the rocks as cover. You may have to be patient with him to draw him out into the open for a better shot.



Four enemies harass the U.N. forces from their jeep, and it's up to you to show them the turf.

On the western slope, all five enemies come down with the jeep. A trio will stay around the vehicle, using it as cover and spewing lead down at the tents. The fourth and fifth usually hang back and fire from up the hill. Key on the muzzle discharges to locate an enemy in the fog, and then cut down the enemy and his surrounding friends.



Watch for the final assailants farther up the western slope.

TIP

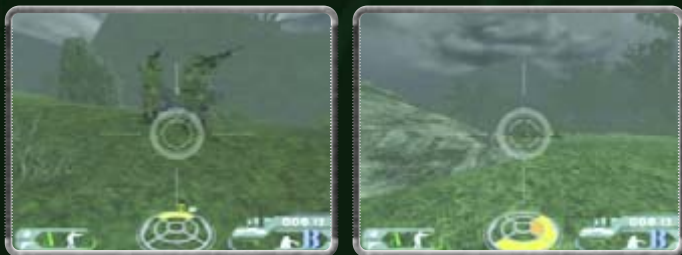
If you have trouble seeing in the fog, click over to night vision and look for brighter human shapes.

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MAP LOCATION #2



Regroup on the western slope and begin your climb up the mountain.

The first mission objective will automatically kick off once the seven attacking enemies are brought down. Sometimes the enemies develop strong defensive positions and your teammates—along with the U.N. peacekeepers—can't hit them from the trenches. It's a stalemate, and you could run out of ammo before it's resolved.

In a case like that, grab one of your rifleman and draw some fire. By wandering out in front of the northern or western slopes, you will draw the enemy fire down on you and probably get them to move out of their position to get a better shot at you (they just can't resist). Drop prone right away to minimize the chance of harm, and let your friends take care of the last attackers. At this point, objective number one is complete.

KEY OBJECTIVE

As you sweep through the mountains, you'll encounter two enemy tent sites. One holds the special intel you need, and the other holds a decryption key. Transmit the special code or a whole bunch of rogue terrorist cells will unleash their destruction on the world.

TIP

Half of the second mission objective can be found in the first enemy camp and half in the second enemy camp.

MAP LOCATION #3

Another enemy comes at you from the abandoned crate area.



Jog up the hill and when you come to the next plateau on your left, stop and center your weapon on the abandoned crates in the southwest corner. The enemy hides there or flanks out and tries to surprise you from the southeast corner. Either way, account for two terrorists before proceeding forward.

MAP LOCATION #4

Out of the thick fog, an enemy scores a hit against you.



Continue up the mountain path. If you continue heading west, you'll have a bullet in your back for sure. A lone sniper waits up on the hill behind you (to the northeast) and wants desperately for your whole team to pass him by so you can shoot down each and every one of you.

That's not going to happen. Slide out to the west with your sniper or rifleman and keep your scope on the hill. The enemy sniper will slowly roll into view, and he'll probably be aiming right at you. You may take a wound here as he gets off a shot, but it's the only way to ensure the team can pass.

MAP LOCATION #5



Three enemies must be picked off to march past the next bend.

As you approach the next bend, near the southwest section of the map, look for movement near the big boulder protruding from the rock wall. Three enemies gather around this area. One watches the path you're coming up; he'll be at the spot where the boulder and grass meet. The other two take up defensive positions in the bushes just over the rise on the opposite side of the path.



Fire on the first enemy before he can warn the others. Press up the hill and gain the rise so you have a shot at the other two in the bushes. If you can catch them out in the open, you have a good chance of going unscathed. If not, wait for a shot to be fired, then track them in the brush and finish them by shooting a couple of bullets into the general vicinity until you're notified of a kill.

MAP LOCATION #6



Surprise the machinegunner or your team will smell gunpowder and blood.

Follow the mountainside as you continue past the boulder. A machine gun nest resides just up the slope to your right. Manned by a single enemy, it can be a nightmare if you don't sneak up close and blitzkrieg the poor guy. From the nest, you have a good shot at anything that moves in the area, so it's a good strategic location to hunker down and study the terrain.

MAP LOCATION #7



By the downed Black Hawk helicopter, comb the jungle for a pair of two-man teams.

Studying is great provided the enemy doesn't want to play catch. Up ahead you should spot a flaming Black Hawk helicopter that's crashed in the hills. Two different enemy teams, comprised of two rebels each, comb the jungle around the downed bird. Use the cover of the sandbags to bath them with bullets. If you do proceed forward without knowing exactly where they are, lean towards the west since you have to make it to the western passage anyway.

MAP LOCATION #8

Head down the long hill to the enemy camp at the bottom.



Beyond the burning Black Hawk, walk down the hill to the west. This will guide you to the first enemy encampment and the intel documents (the first part of the second objective). At the bottom, don't wander too close to the tents or you'll alert the guards that they have uninvited guests.

MAP LOCATION #9



Your sniper scours the enemy camp for targets.

From the edge of the camp, switch to your sniper and look for enemy targets. Seven guards protect the intel documents; six in or around the perimeter and one in a tent. Without exposing yourself to heavy return fire, walk your sniper around to try and cut down some of the resistance. Even if you can wing three terrorists, you make your rifleman's job a lot easier. Better still, try and cut down guards on one side of the camp so the rifleman can concentrate on the other side without too much fear of a backstab.

MAP LOCATION #10



The rifleman confronts the enemy at close range.

Charge the rifleman into camp, using the tents as screens to confuse the enemy. Circulate the camp, first picking off the perimeter guards and then checking the center at the gap between each tent. After you've made a complete circle, all save the final guard inside the top northeast tent should be down for the count. The only exception: A single guard on the hill may descend to reinforce, so be on alert for some more fighting after the main camp guards have dropped.



You can find the intel documents on the back table in this tent.

One of the open tents—probably the one you got shot at from earlier—holds the lone guard with the papers you need. Send a grenade into him or zip him from the doorway. When he drops, walk in and grab the intel to complete part one of the two part mission objective.

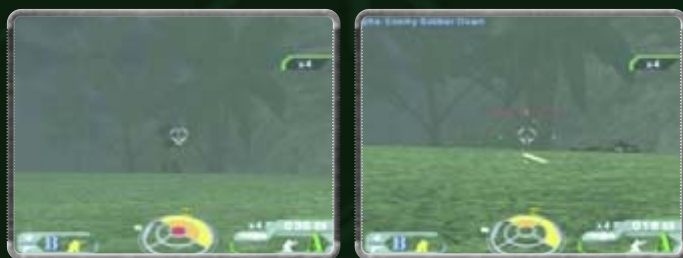
MAP LOCATION #11

Head up the steeper part of the mountain.



At the back of the campsite, follow the steep, steep trail leading up to the higher part of the mountain. It's a good thing your guys don't get tired hoofing it up these hills or you'd be in no shape to fight the tougher enemies yet to come.

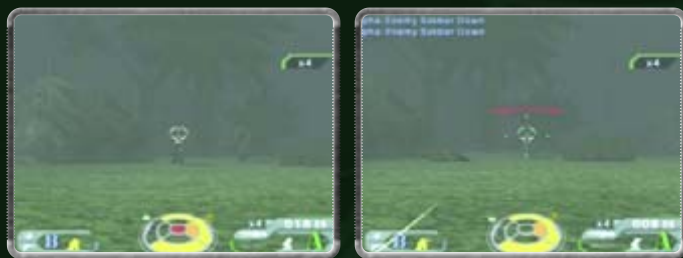
MAP LOCATION #12



The first two-man patrol on the northern plateau arrives out of the fog.

When you get to the top of the slope, where it begins to level off into a hilltop, beware of a set of three two-man enemy patrols in a row. Plow into these without thought or planning and you'll be hit by multiple crossfires. It won't be fun.

Position your group as close as you can to that hilltop without letting your heads break the imaginary plane that signifies the top. The same way you're looking for the first glimpse of the enemy, they're looking for the first glimpse of you. Whoever can get their recon first, will probably win the gunfight. Stay low and when you spot the incoming patrol—not one head, but two—level them from your prone shooting position.



Gun down the second two-man patrol like the first.

The second team will follow up right behind them. Normally, this second enemy group will reinforce immediately to catch you in a larger firefight. However, if you're fast with the gun on the first patrol, the second patrol won't have a chance to target you. They will fall into the same trap as the first patrol and be forced to cross the hilltop and come down the slope at you. This makes them big, juicy targets.

MAP LOCATION #13



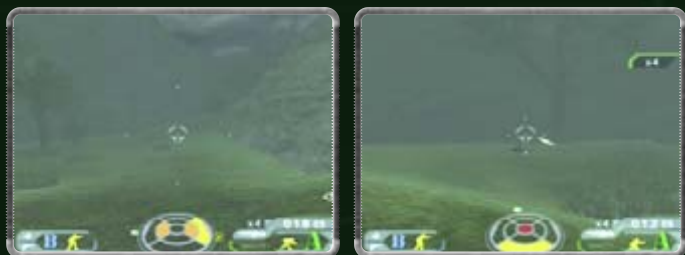
No more Mr. Nice Guy. Switch over to the grenade launcher for the third two-man patrol.





The third patrol proves a lot more difficult. They will not come at you. They've learned from their fellow comrades and will stake out the woods at the back of the hilltop. Now when you try to cross the top, they'll gut you with a fistful of bullets. We can't have that, so switch to the heavy artillery. Trigger your rifleman's weapon to grenade launcher and shoot three successive bombs. Spread the grenades equally out along the small wooded area and the blast radius should catch everything. Just to be sure, train your sniper scope or a rifleman's reticles on the brush for any signs of movement.

MAP LOCATION #14



One lone guard can surprise you in the northeast map section.

As you wind your way down to the second enemy camp, a single guard patrols the hills. Normally, you'll intercept him on the long downhill slope right before the camp. He'll come at you from the northeast section of the map (on your left going down the hill). One bad guy should not pose a serious threat at this juncture. If he does, you won't have the means to fight to the end anyway.

MAP LOCATION #15



Climb the small hill by the boulder to look down on the second enemy camp.

After dispatching the lone guard, climb up a small hill to a giant boulder at the hilltop. Past this boulder lies a cliff overlooking the valley below. Fortunately, this view includes the second enemy encampment so you have a great opportunity to score some extra kills before grinding it out below.

MAP LOCATION #16

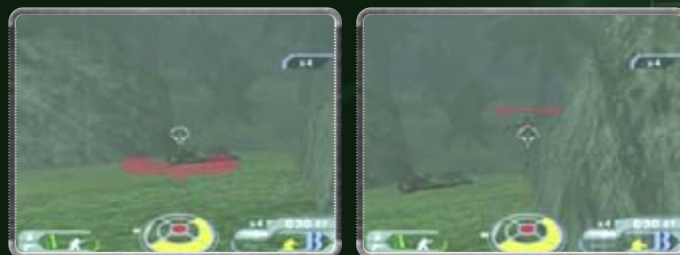


Draw the enemies out of their tents with some sniper fire and fry two or three of them.

Settle in on your perch up on the cliff. You can crouch for a better shot, since a prone posture won't give you a good angle on the tents below. It will take a miracle shot by one of the enemies anyway to hit you without a sniper rifle.

Zoom on the middle of the encampment and focus on the guard standing there. Sometimes you get lucky and can line up two shots, but more than likely, you'll have to pick off one enemy and be happy. Hopefully the activity will draw one or two more out from hiding and you can snap off a few more shots.

MAP LOCATION #17



Before you can descend on the enemy tent camp, you need to ask the two-man enemy patrol to play dead.

All the racket brings another two-man patrol to your location. When you can't see any more enemies down among the tents, grab a rifleman and run him to the other side of the big boulder. The two-man patrol will be heading up the hill shortly, if they aren't already there. Aim for the hill's base and catch the two enemies as they walk sneak out from the cliff wall on your right.

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MAP LOCATIONS #18 & #19



Hug the rock wall until you see the tent encampment.

Follow the rock wall down to the valley with the tent encampment. When you see the tents, stop. Look up to your left and you'll see a steep path leading up to the very mountaintop. You must deal with the enemies on that hill. Failing to take them into account will mean bullets from two different directions and a new career path as mess hall cook if you make it out alive.

MAP LOCATION #20

Three enemies on the final hill cut off any chance to dart over to the enemy camp without a fight.



Cross the valley to the cliff beneath the steep sloop. You can inch around the corner and catch a glimpse of the enemies' silhouettes against the gray sky. Fire up at them while they're high up on the slope and nail as many as you can. If you miss, they'll head down to engage. When you lose track of one, it's a sure bet that he's hiding behind the big boulder between the slope and the tent encampment farther off to your right. From the boulder, the enemy can chisel your back will gunfire when you least expect it.



Wipe out the exterior guards to reach the camp's interior.

Switch to your sniper again (if he's still kicking) and zoom on any enemy left around the tent perimeter. Clear away the resistance before you send your close-combat expert in to get the valuable decryption key.

MAP LOCATION #21



Win the battle against the last tent guard to seize the decryption key.

By all accounts, there should only be a single guard left in the camp. He fires at you from the tent straight ahead if you approach from the middle of the valley. Wing him with a precision shot through the tent opening. Remember that the flaps won't stop bullets, so you can't gain much cover to either side, but neither can he.

When you pick up the decryption key, you finally complete the second mission objective. Now you just have to turn it into something useful, like a radio code that will stop a thousand terrorists from launching attacks on America and its allies.

RADIO SHACK

The final challenge lies at the top of the mountain. Fight to the summit and stop the operative from sending a fatal signal. Plant your demo on the signal tower and end the MFLC's voice forever.

CAUTION

Charge up the last hill and two different snipers will end your mission early.

MAP LOCATION #22

Send your squad on its last combat exercise.





Bring everyone up to the top of the mountain. You might as well pull out all the stops, since you have but a few enemies and two short objectives to go. Climb to the top of the sharp slope, but don't turn the corner until you're ready for your last round of combat.

MAP LOCATION #23



Drill the lone guard defending the access to the top.

A single guard strays from the top plateau to the slope in front of it. Depending on his route, he may or may not be ready for you. Hopefully, you catch him with his back to you and it's easy pickings. If he's turned toward you, unload with your full team's firepower.

MAP LOCATION #24



On the radio tower plateau, you have two snipers with great aim.

Watch where you go in the next 10 seconds. As you climb to the mountaintop, you must contend with two separate snipers. The first stands atop the radio tower buildings and hits you from the left. The second wanders the plateau and comes at you from the right or center.

How do you beat them? Hug the rock wall to your left and stop just short of where the plateau levels out. If you keep this small rise between you and the second sniper, he shouldn't be able to hit you (though you'll hear a lot of shots ricocheting off the rocks behind you). Zoom on the far sniper on the building's roof and battle it out. You can't move a step closer until he's down.



Take out the enemies through the plate glass window.

Next, signal Bravo to charge up to the plateau. Together, Alpha and Bravo will surge up to the top and blow away the last sniper. Someone may take it to the ribcage, but the sniper's gotta go. You can usually find him along the back edge of the plateau, so concentrate your fire there. And don't worry about wasting ammunition—he's the most dangerous guy left.

MAP LOCATION #25



Do a once-around the radio tower building to catch any last guards.

Now for the final assault. Creep over to the left side of the building. You should see the main entrance and a plate-glass window on the left side where the building turns into an "L." Fire through the glass and blast the two enemies waiting for your approach. Afterward, circle the building and take out the last outside guard. He usually hangs out midway along the back wall.





Convince the radio operator at gunpoint that it's a good idea to broadcast the shutdown codes.

Inside the building, the radio operator paces the room to your right. Don't go in guns blazing. If he dies, the mission ends in failure (you can't transmit the code and the terrorist cells go nuts). The operator doesn't have backup now, so you can simply walk in, tap him on the shoulder and make him send the code at gunpoint. Walk with him over to the radio and you complete the third objective.

CAUTION

Do not shoot the radio operator or the mission fails.

Plant the demo charge on the radio tower. Congratulations, you've beaten the game!



One last task to perform and you can rest easy. Head upstairs to the roof. The sniper, the only enemy, should be dead, so it's clear sailing. Call your demo expert up to plant the charge on the tower and boom—mission and game over! Maybe next time would-be powermongers will think twice about messing with a military that can cripple your operation silently, deadly, like a ghost in the night.

